

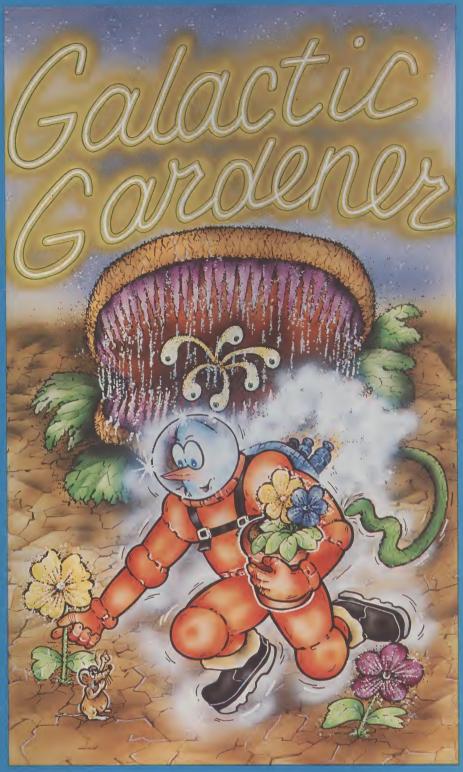




Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snapdragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your teleport along the way so that in an emergency you will be transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.



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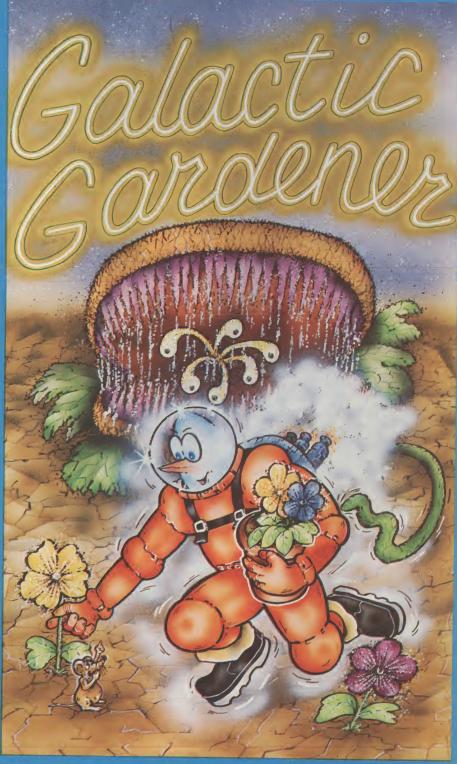


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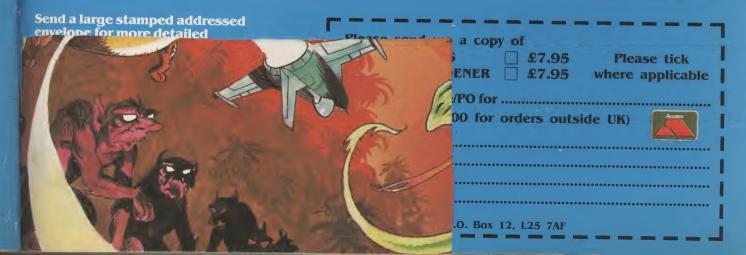
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# You really can't go wrong with any Level 9 game as they are really brilliant

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Computing Today, August 84

L'To me, all Level 9 adventures create a remarkable atmosphere because the remarkable aumosphere occause me descriptions sound so life-like. This is where so many other adventures fail. Crash, July 84

Light it's not just the size of the game it's the

quality as well that is astonishing ... scenes to fire the imagination.

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L(LORDS OF TIME). As we have come to expect from Level 9, the program is executed

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#### **ODYSSEY OF HOPE**

I hoped Martech's new Adventure would come up to a high standard because I had criticised their last offering on a false premise. I had claimed the instructions were inaccurate when, in fact, I had read them incorrectly.

For Odyssey of Hope, Martech has turned from Commodore to Spectrum and they sent me the game with a letter expressing their hope that I did not find the print on the inlay too small. All too often the inlay on a standard cassette has almost microscopic printing to squeeze it all in — have you noticed?

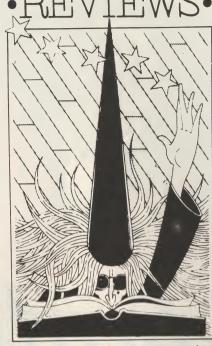
Anyway — no grounds for complaint this time — the inlay was clear, precise and uncluttered. Additional instructions were supplied on one side of the tape itself — to be loaded only if required.

On to the game proper, and here we come to the nitty gritty. What's in the pudding, I wondered?

Odyssey of Hope sets the player the task of returning Hope to the top of Mount Olympus. Hope was man's only gift following the escape of everything nasty when Pandora's box was opened. The player starts in the Temple and progresses as he may!

The game has graphics at every location and I have never seen such fast displaying graphics before on the Spectrum.

There is an unusual text-screen format, whereby the visible objects are always displayed and updated just



"You are dead" locations, at which, without any warning whatsoever, you find yourself kaput, with no way of anticipating the danger.

It's been said before — anyone, but anyone, can devise an Adventure so based. Luckily there is a save routine and I certainly had to use it to play the game enough to be able to write this review!

I wandered into a wooden hut which was apparently a workshop. Within were a number of items of possible use, so I collected the lot, then turned around to make my way back.

"The door won't open", came the reply. "Why on earth not?" I thought. No logic whatsoever — merely a ploy to put the player in a position where he has to try every possible trick to escape a trap which he had no way of anticipating.

So to while away the time, I ate the

OBJECT NON STATE OF STATES.

below the right-hand side of the picture. The prompting BEEP actually sounds some few seconds before the prompt appears.

The response time varies considerably, depending upon the command entered, and things therefore tend to become confused, with the eager player starting to type his next command before the computer is ready to receive it.

Taking an object gives by far the longest delay — an incredible eight-second wait. Admittedly, the way the screen displays the réplies gives one the impression that the time is far less, but that was the actual time and hence the confusion!

The game has a score feature based on problems solved and these seem to be banded in lumps of 4%. Unfortunately there are many of those

700 sfe the little to the control of the control of

fish I found on the table and got fishbones. I tried picking the lock with them and eventually found I could cut the door using the bones — despite the fact that I had a perfectly good sword with me which helped not one bit!

As I said — illogical — so I make no apologies for telling you how!

On I plodded, coming to the conclusion that here was one of those games that could be described as

"competent", its saving grace being the spectacular speed of its graphics.

Odyssey of Hope is from Martech for 48k Spectrum.

**Keith Campbell** 

#### DEVIL'S ISLAND

Devil's Island is one of the new breed of Spectrum Adventures written with the aid of *The Quill*. It comes from Gilsoft and was designed by Colin Smith.

Using *The Quill*, an Adventure is not written directly as program code, so the author needs no knowledge of programming. In theory this means that anyone with imagination should be able to design a challenging Adventure, without the need to learn programming skills.

In practice, things don't seem to be working out this way — perhaps because imagination is, in any case, a prerequisite for a programmer.

To start with, I found it an Adventure in itself just to load the game — it took me seven attempts to get the volume set correctly. Once the program starts to load, a picture is drawn of a skull hanging over the prison on Devil's Island, setting an ominous tone.

The main aim is for the player to escape from the infamous prison complex alive. Not an easy task. The game's instructions do not help either as, when the game has loaded, it refers to the cassette inlay for extra information. This could have been useful had it been there!

So with the barest knowledge of my mission, I set off to escape from where so many had died. I was in a little cell, with few things of interest to be seen — just a washbasin, bed and door. The washbasin seemed to be there only to enhance the realism of the game — but I could be wrong!

Once out of the cell, problems really start to mount up. There are two guards to the north and one to the south, in the cookhouse. The latter must be disposed of, but I'll leave you to find how!

Opposite your cell, a fellow prisoner stares through a peephole at you from his cell. It is my guess that I will need to enlist the help of other prisoners in making my escape. At present, I have reached the courtyard and am trying to avoid being shot every time I attempt to return

My one major gripé is that the HELP command is no help at all. "Try drawing a map and using different words," it

Apart from this little annoying feature, Devil's Island has turned out to be the best game I have seen written with The Quill. This, though, does not make it a great game. I rate it as just a little better than average amongst the dross that is available for the Spectrum.

Devil's Island is one of the Gilsoft Golden Collection for 48k Spectrum, priced £5.95.

Simon Marsh



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#### **DANGERMOUSE**

Hot on the heels of *Dangermouse* — the arcade game — comes Dangermouse — the Adventure game! Everyone's favourite super-rodent is off on his first computer Adventure in *Dangermouse in Black Forest Chateau*.

This is an Adventure for the younger gamester with a witty line in captions and some terrific graphics. Instead of the usual "what shall I do" demand each time you reach a new location or problem, this game gives you a list of options to choose from. It makes problem-solving a matter of trial and error — but the game is none the worse for this, especially if you've never played an Adventure before.

The scenario is this. Dangermouse and his sidekick Penfold are on a mission to destroy a mysterious Pi-beam — no connection with the PiMan, I can assure you!

This Pi-beam is upsetting world leaders everywhere and Colonel K has sent the dynamic duo off to the Black Forest to discover the beam and put it out of action. Simple eh?

The game comes in two parts — you have to solve the first in order to start the second part.

Dangermouse in Black Forest Chateau may not appeal to the hardened Adventurer — but if you are looking for some light relief and wnat to introduce your friends to this form of computer gaming, of if you've never played an Adventure before, then pick up this game. It's simply great fun to play.

Dangermouse in Black Forest Chateau comes from Creative Sparks and is available now.

Tim Metcalfe

#### WASTER

What a title. Pity about the game! The Waster is a new Adventure from Harddata who package it with a poor quality inlay. I hope this will be reflected in the price.

The game puts you in the role of a CIA agent, code-named Waster. You are the CIA's top assassin and, because of this dubious honour, you are about to be sent on a mission to Africa to kill a rightwing dictator. The night before setting out on this mission, you dream about your wife, the Vietnam war and many other things that CIA agents supposedly dream about!

In fact, the first part of the Adventure is to escape from your nightmares so that you can get to Africa to kill Pasoa, the dictator. The second part takes place in his palace where you must kill him.

The game is very slow to respond and even more annoying is the fact that it has a minute vocabulary and that the locations are random.

The vocabulgry consists of ten singleletter commands which is an indication that the game lacks depth and imagination. After all, how can you try

different ways to kill a guard, for example, if the only killing commands is A for Attack?

The game loads in two parts — first the nightmare scene and then the assassination scene, giving the buyer over 80k of Adventure. But with an Adventure as poor as this, it hardly



matters how much memory it takes up. As the saying goes, quality not quantity is what counts. Sorry to say it, but this is the worst so-called Adventure I have ever seen!

The Waster is from Harddata for the 48k Spectrum,

Simon Marsh

#### THE CODE

The Code is an Adventure game offering a prize of £2,500 for the first player to decode the secret messages found during play. Thus the codes are like treasures which must then be worked on to enable the player to claim the prize. There are a number of consolation prizes worth £25 as compensation for those not first to the post.

The setting is a secret military establishment and so I, as a secret agent, set about gathering the coded clues. The game is text only, and a lot of it there is too. The location descriptions read almost like a book but, in trying to use any of the information displayed, I discovered that, from the Adventure point of view, they were empty.

A caretaker's office is described as being more like a lost property office, housing shelves of umbrellas, gloves, boots etc. Taking one of these objects is not possible. The description goes on . . . there are a number of ways out. Are they lost passages collected here with everything else?" Unless I am

completely missing the point, much of the text is banal.

Another room is lined with matching shelves containing boxes "meticulously labelled". READ LABEL I typed. THERE'S NO WRITING ON IT came the reply. Well. I ask you!

On visiting the washroom, well fitted with baths, showers and cubicles, the game dared me to waste my precious time in answering the calls of nature. So I tried. I BEG YOUR PARDON? came the indignant response. Why bother with a washroom? There was a row of cubicles on the south wall and, after failing to either have a bath or a shower or anything else and being unable to ENTER CUBICLE, I tried moving south, only to be told I hadn't the key for level 2. Wow!

For some reason, the lights kept going off and on and a message told me how useful a torch would be. But there didn't seem to be one around. So I just waited through the blackouts until power was magically restored.

Accepting the fact that there was little around that could be manipulated or examined to any effect, I proceeded to explore. I was attacked by an enemy agent — obviously a ripe candidate for early retirement, judging by his markmanship.

On one of these occasions, I got a bit fumble-fisted with the Spectrum keyboard (who doesn't?) and accidentally typed Y to restore a saved game. As I didn't have one, to avoid reloading the whole program to restore the prompt (not that there is one—another case of "hunt the missing cursor"), I started playing the main program tape in, hoping it might give me a BAD SAVE message and return the prompt.

How wrong I was! It put me back to the start of the game but this time, lying in the security room instead of the usual gun, was — a torch! And it happened every time.

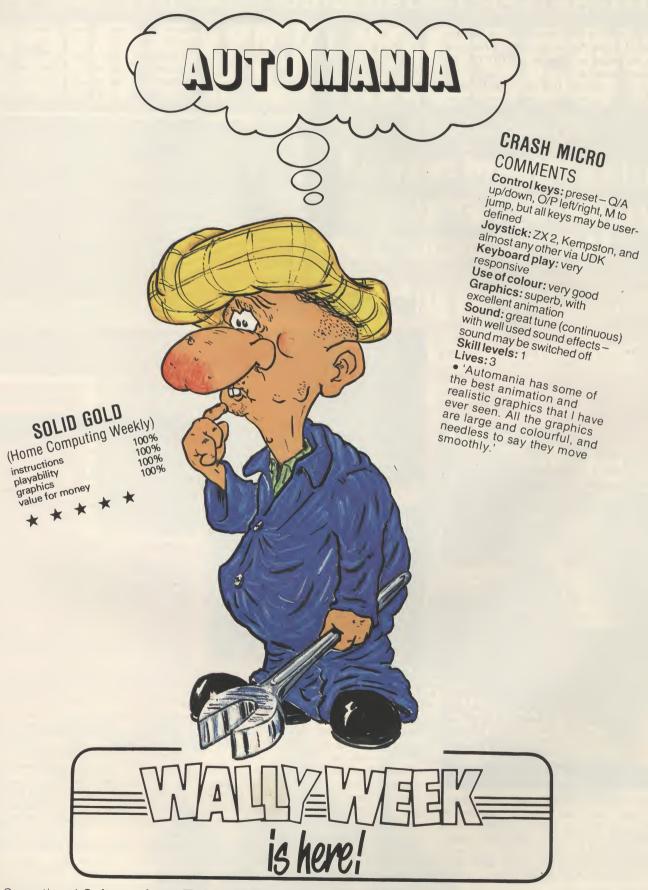
lasked Kevin Plunkett, the author, if I was missing some vital command in trying to do something with the various features described in the rooms — in particular, the shelves and boxes. "Oh no!" he exclaimed. "the instructions tell you that nothing is what it seems. We watched adventurers play this at the computer fair, and they all did the same as you — tried to examine everything everywhere! We had a good laugh. There's nothing there!" Ha! Ha! How very droll. Many of those people, no doubt, had played Adventures with some depth and expected more.

Although the game has a number of good features, such as a quick response, and well written text that is grammatically correct, it just lacks imaginative flair. What with the shooting bouts, bombs going off and lights up and down all the time, this could claim the prize for being the first text-only arcade game.

The Code is for 48k Spectrum from Soft Concern Ltd.

**Keith Campbell** 

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#### **ESCAPE FROM TRAAM**

For one reason or another, Escape From Traam has been well-represented in the Helpline mailbag. In some ways this came as no great surprise to me, for it is one of those Adventures that drove me to the edge of despair — but for the wrong reasons.

Traam is not full of mind-blowing problems with agonising decisions to make. You know — the problems that torment you for days, until you wake up one morning and say to yourself: "Of course!" No, Traam does not have that magic formula.

Still, what's one man's meat is another man's poison. *Traam* is not my meat, but let's take a closer look at the game.

After your small spacecraft crash lands on a planet called Traam, you must find another means of leaving the planet before the locals, or Traamions (I suppose that's what they're called), prevent you. They happen to be really unpleasant people who, instead of holding out the hand of friendship, do completely the reverse. They only know of two ways to treat an intruder (you!) and that is either to kill him, or lock him up and throw the key away!

I may have simplified the plot a little, but nevertheless I thought it was good and inventive. So what went wrong with

this game for me?

I think it can be summed up in one word — METHOD. The first item that struck me as a little odd was the information displayed on the screen. Following the description of the player's location is a list of his inventory. Personally, I would much rather call this information up when I find it necessary and in its place I would sooner have a list of some of the possible exits. For in Traam, you have to guess in which direction to move next!

While playing the game I found it difficult to understand the strange way in which the verbs are used. For example, I found myself in a totally dark place and expected I would need a light to be able to use the verb LOOK. Not so!

Escape From Traam is one of the Other Venture series from Adventure International, written by Jyym Pearson. I played the Atari version but versions also exist for TRS-80 models 1 and 3 and Apple.

**Paul Coppins** 

#### **RUBY RUNABOUT**

"A crazy fun-packed graphic adventure" is how *Ruby Runabout* is described on the inlay. Well, it wasn't enough to drive me crazy, for the problems aren't difficult. Come to think of it — what problems? And it is packed with about as much fun as a cemetery on a wet Sunday afternoon.

The author of *Ruby Runabout* has difficulty in expressing himself. "You are the Adventurer ..." start the instructions. Well I never! They continue







Two scenes from Ruby Runabout

". . you play the part of Reggie the Ruby Thief and hope that you get to find the ruby first or you might find it has gone." Mindblowing, isn't it?

There are said to be 40 locations, of which 20 have a graphics illustration. Perhaps there is no room for further pics, though I doubt it. If so, then it is hardly surprising for a program that uses lashings of space on such variable names as REMOVECOVER and SLIPPERWEAR.

The locations seem linked only in the sense that one leads to another — from a petrol station to an arcade, a gym and an oil-rig? Objects are found in all sorts of unlikely places — any location convenient for them to be left lying

around. And, of course, it is a sudden death game. "You have the lit blowtorch here. This house is made of ice. The roof falls on your heads . . ." What, all four of them? "You pick up the letter and it blows up in your hand. It was a letter bomb!"

I suspect that the author had a traumatic experience at the hands of authority in his youth, for he has a policeman battering the poor Adventurer to death with his truncheon for dropping an object (litter lout!) and a park-keeper turning vicious and calling his killer guard-dog.

Still, there's fun to be had reading some of the replies! "You cut the wire and dissemble the alarms," is one of the more classic examples. How it is possible to disguise alarms in this way I'm none too sure — I would have thought that cutting the wires would more likely dismantle them.

Ruby Runabout is typical of poor quality Adventures that, for some reason or other, tend to flock to the Spectrum more frequently than other computers. I suppose that if you do buy this inconsequential software yourself, you can re-use the tape and you won't be too much out of pocket.

Ruby Runabout, priced £1.99, is for 48k Spectrum from Scorpio Software.

**Keith Campbell** 

#### QUEST FOR THE HOLY GRAIL

Meeting Terry Jones recently reminded me of a game I had played briefly some time ago but never got around to reviewing. Quest for the Holy Grail is a game based on the Monty Python film, so I dug the tape out and started playing it again.

I found it a very difficult game to play. It has graphics and a split-screen presentation. The picture displays fairly slowly and under it, but above the split, follows a text description of what can be seen. Unfortunately, there is insufficient room for all of this text, so it is necessary to press a key to scroll the picture up and bring the rest of the text into view.

This wouldn't be so bad if only the pictures were worth viewing, but many locations are motorways and verges and one particularly fatuous picture was of a slowly-filling strip of grass with a strip of blue sky above!

However, much of the Python humour is there. "... the French guard unclogs his nose in your direction. You die a horrible green death ...", is one such example (although I didn't think it was his nose he unclogged — but never mind!)

Reader Paul Stollard found the game hilarious, although "somewhat unforgiving of stupid mistakes", he said. So unforgiving, in fact, that his Spectrum blew up before he could complete the game! No doubt it will get a decent burial in a quiet shrubbery!

I would agree with Paul's assessment

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The Quest for the Holy Grail is for 48k Spectrum, from Dream Software.

**Keith Campbell** 

#### STRANDED

I sometimes wonder how I manage to keep this job of reviewing Adventures! I don't seem to get very far into a lot of them, and this goes for *Stranded*, a graphical Adventure for the Commodore 64 from English Software.

Perhaps I am asking too much when I expect to find logic, plus all the clues necessary to allow me to apply it. Obviously the player of *Stranded* will need more than that.

Stranded sets you on a strange planet, following a stab in the back aboard your starship Excalibur where, as special agent Sid (!) of the S.A.S., you are on course for Earth.

So far, so good, but this is where reading the inlay stops and the Adventure starts. After a couple of hours playing, I was only two objects better off and had visited a mere 11 locations.

The word EXAMine is a recognised prompt to "study an object or area" said the instructions. It did describe the objects I was carrying, but most references to features described in an area were just not understood by the program. HELP did bring some replies such as "Isn't it tree-mendous here?" in the forest. Since TREE, MEND, REPAIR, FOREST, CLIMB, BRANCH and many other words did not seem to be in the vocabulary of this somewhat inarticulate game, I could only conclude that either (a) I was as dense as the trees, or (b) the HELP reply was a quirky joke to be understood only by someone on the same wavelength as the author.

I later discovered that I could climb a tree in one forest location, but not in an almost identical one. If this is deliberate bafflement, then the author is going the wrong way about it — anyone can devise cheap illogical tricks like that. On the other hand, it could be half-hearted programming.

I got help at a spaceship guarded by a robot — "Be destructive" was the clue. Where have I heard that before? Oh yes — in a logical game! Suspecting I needed a weapon, I tried GET GUN — "Don't know what that is."

Well, in real sci-fi you wouldn't use an ordinary gun, I supposed, so I tried GET LASER. "I can't see that here," — had to be, didn't it?!!

The response time is fast, the graphics rather good and the whole thing speed loads — a bonus for any Commodore tape game — even a disc load on a Commodore takes ages!

A pity that I am so excessively dimwitted as to rival *Lord Flathead* himself. Those similarly cursed might well consider they had wasted their money, had they bought this game.

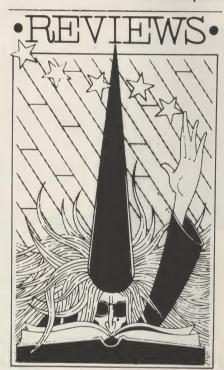
If you already did, and are stranded on a barren plateau of illogic, try widening your horizons by pressing SHIFT LOCK, then RUN and depress PLAY on your datasette.

The screen will go blank and the tape will roll. Release the SHIFT LOCK, press RETURN and the program will go bananas! It suits it well!

It will start to draw a new location and when finished will think better of it and warp you into a time machine. All this won't do you any good, except to take you where you might have got, had you not been so dim in the first place! At least you'll get a few more pictures for your money!

Stranded, if that's what you wish to be, is from English Software for the Commodore 64.

**Keith Campbell** 



#### INFIDEL

It must be said that hunting for lost pyramids in the vast deserts of Egypt is not one of the most original ideas to have come from Infocom to date.

But in *Infidel*, that is just where you find yourself — marooned in the desert with only your thoughts to keep you company.

This has come about because the work-force who were supposed to be helping you in the search for a lost pyramid have just made off with your supplies, leaving you well and truly up the Nile, as it were.

Cursing the day you first set eyes on this shower, you decide that past events are not going to deter you in your search for the pyramid, even if it means you have to do all the digging yourself.

I set forth, with the aid of an instruction book and a few other items, thoughtfully provided for you in the package. Among the other items is a map that indicates the best place to start digging.

That may make pyramid-finding sound easy — but once you've seen one sand dune you've seen them all! Keep your fingers crossed that the wonders of modern science come to your rescue!

So I found the pyramid and, once inside, expected the usual treasure hunting and mummy-dodging problems.

Infocom, of course, do things just that little bit differently. There may have been the odd item of treasure lying around, but not so much as one rampaging mummy was to be seen.

It soon became clear that this was an Adventure with one ultimate goal — to find and open the sarcophagus of the Queen for whom the pyramid had been built.

The pyramid was designed to keep its occupant safe for that eternal sleep, and built into it are many traps and devices to foil blundering Adventurers like yourself.

These range from a simple little trick, like the whole floor disappearing — and you with it, into a bottomless pit — to the more discreet flying large lumps of rock. What happens when one hits you doesn't bear thinking about!

Things are not all one-sided, though, for there are some clues to help you on your way, in the form of hieroglyphics. If you can spot the difference or similarity between them, you could just find your way to a new level in the pyramid, or discover the answer to one of its more difficult puzzles.

I found *Infidel* great fun to play, for this adventure into Egypt had a sense of humour that appealed to me. I must point out, however, that if you are an Adventurer who thrives on very difficult puzzles, then this might not be for you, since it seemed to slot into the category of "easy to moderate". It would serve a newcomer to Infocom games very well, perhaps as an introduction to the range.

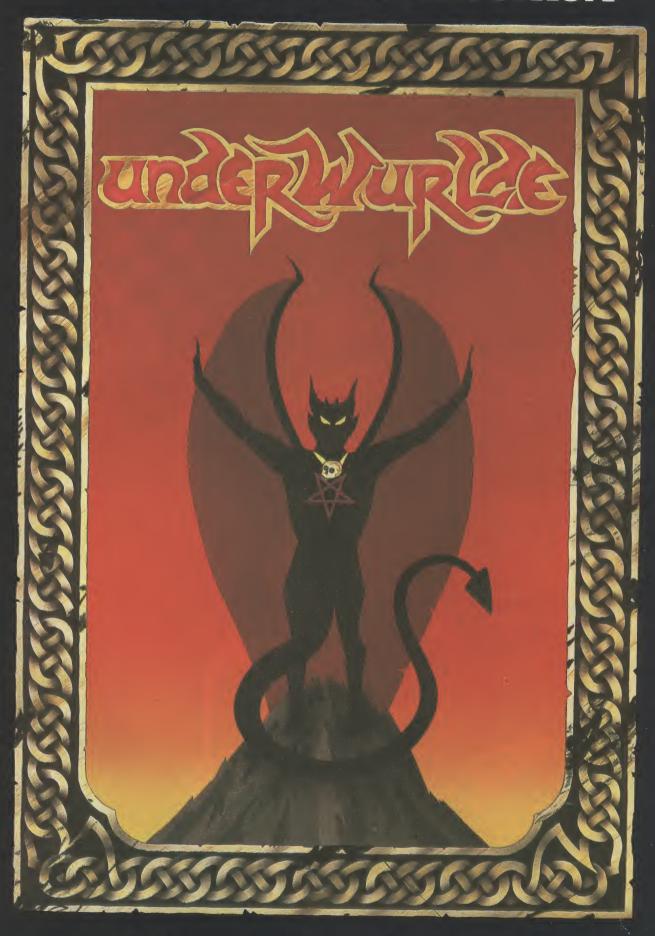
But what really made me sit up and pay attention whilst playing this Adventure in the sun, didn't come until the very end, when I was deep inside the pyramid. I was at any moment expecting to get a "Congratulations, you've won" message, when what actually appeared was so unexpected that I just had to play Infidel all over again to make sure it said what I thought it said. It did. To find out what that was, you'll have to play and finish Infidel yourself, because I am not going to tell you!!! But it must surely be one of the most original Adventure endings to date, if not of all time.

Infidel is from Infocom for Atari 400—800 32k, Apple II 32k, IBM PC 48k, Commodore 64, TRS-80 Models I and III 32k, TI Professional and PDP-11. Price varies between the different versions.

**Paul Coppins** 



# 48K SINCLAIR ZX SPECTRUM

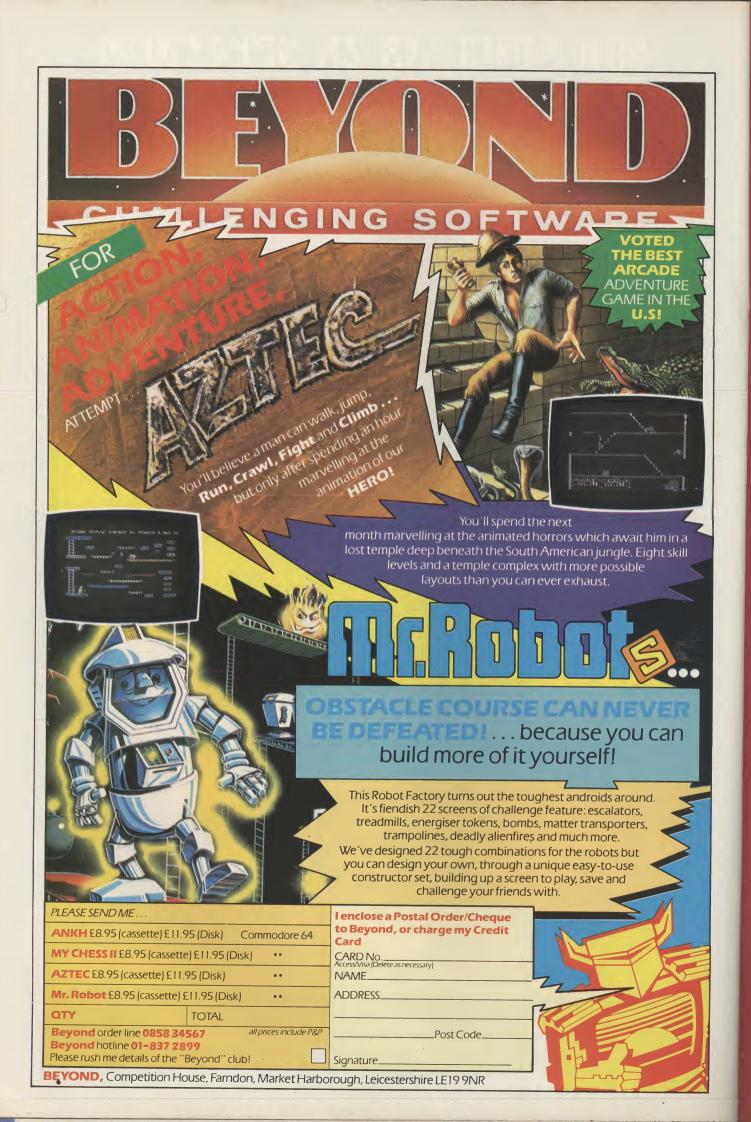


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"Tread carefully. O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue. Castle harbours further spells, but beware – one unskilled in the magical arts cannot predict their outcome."

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£9.95 £9.95 'with graphics ATARI 32K TRS 80 Dealer and Distributor Enquiries Welcome. I often wonder if any readers who have never played an Adventure read this part of the magazine? If so, reading through some of the problems and tips below, they might well come to the conclusion that we Adventurers are a bunch of maniacs. They might not be far wrong!

Who, for example, but a loony, would write to a British magazine all the way from Sweden, desperately trying to find out how to get a crab to eat some salted slugs? Well, Lars Broberg did just that — and he's not alone! Many a player of Golden Baton writes in with the same problem! So turn the page round Lars — and you will soon be an expert on the eating habits of crabs!

Does this confirm the worst suspicions of you non-Adventurers? Are we loony, or have we whetted your appetite for Adventure?!

The Dragon can be killed! I'm getting tips from all over, from TKV players! All is revealed this month—read on! And thanks, everyone, for writing in such detail—I'm sorry you are too numerous to mention individually!

Perhaps you have not written requesting help, but may find help is there for you in this month's tips. If not, send your problems to the address below, and we will try our best to help you out!

#### THE PIT OF DESPAIR

Among those stuck this month are Paul West, of Spalding, whose brain is being distorted by *Mindbender*. He can't find a way to scare rats, or to pull the lever which is out of reach.

Eye of Zolton, player, Janice Sorrell of Greenock, has collected three of the five magic objects, but is clueless as to where the others could be. Who can help a lady in distress?

Please help Christopher Webb, if you can, by telling him the magic items needed to gain entrance to the inner chamber at the end of *Knight's* 

Quest. Do the symbols on the floor mean anything?

In Gateway to Karos, Hideya Sugiura of Dulwich has lowered the water level and got the treasure. With a score of 911, "Is that it?" he asks. He adds that apart from Karos, which apparently has a fast response (I wouldn't know — not having had a copy — moan, moan!), Acornsoft Adventures aren't really worth playing, as they're so slow!

How can James Douglas of Twickenham get out of the *Maze of Hamil?* How should I know — it's an Acornsoft game!

Fantasy Diamond is beginning to get mentions and, after many desperate hours playing, Martin Schultz of Erkath in West Germany just cannot find a way to cross the river north of the garden. Ali Richardson, of Tyne and Wear, has the same problem, nor can he clean, open or break the small black window. Sounds like two jobs for a ladder! Unless you know better?

Same problem, different river, for Thomas Carstens of Mullaloo in Western Australia. His is a plea for help with Aztec Tomb. What is the red cloak for and where can he get the key for the old chest?

After days of playing Mystery of Munroe Manor, Gary Kitchin of Tadcaster can only find five locations. So did I, Gary, — and I've heard others tell the same story. Makes you wonder if the author is on a completely different wavelength, doesn't it? Is there by any chance a reader who is tuned in?

M. Bannard of Olney is playing the little-heard-of *Dragonsbane*. How do you get rid of the dragonlords to get the keys?

In Quest for the Holy Grail, Neville Blenkinsop can't get past the Knight who says "Nic". Perhaps you need a two-tier shrubbery, Neville! And don't forget to chop the forest down with a herring!

Finally, how do you get out of the room after rescuing the princess in *The Knight's Quest?* Graham Hill of

Weston-Super-Mare would like to know that, whilst Christopher Webb is after the magic items needed to gain entrance to the inner chamber at the end of the game. Do the symbols on the floor mean anything, he asks?

#### HEAVY HINTS

If you are stuck in an Adventure, then turn the page upside down — the very clue you need may be listed!

Thanks this month go to Simon Haynes, Lindsey De Le Paton, James Bibby, James Goddard-Jones, Ian Loftus, Andrew Bethell, Geoffrey Davis, Robert Notman and Hywel Roberts.

TWIN KINGDOM VALLEY:
If it's a dragon you are having trouble killing, then you may be short-staffed. You may also need help from an invalid. Take him for a cure in the waters.

To svoid being crushed by the walls, jam them by PHILOSOPHER'S QUEST:

Corridor.

PENDES OF KARN:

Trouble with a swamp lizard? The solution is explosive

Trouble with a swamp lizard? The solution is explosive
sword from the stone? Think which hero would be
most likely to wield it!

GOLDEN BATON: Feed the crabs to get them to eat the slugs!

PULSAR 7: To mend the lathe find the cable, which is above the bunk.

Want to cross the tightrope safely? For those with a keen sense of balance, a kick in the chest works wonders!

KNIGHT'S QUEST:

To escape:—

Deserted wastelands — ride horse NEESS with a direction finder.

Dense Forest — SNSEE and climb tree.

Brick funnel — WWEW.

HULK: Feeling fuzzy? Examine, move, examine, move, examine

SNOWBALL:
V(space)X is a magic word!

ARROW OF DEATH 1: The cost of smms isn't for decoration, though it may turn you on. There's magic in them mushrooms!

FEASIBILITY EXPERIMENT: If your troubles are light ones, melt them away with gloved hands and then do a repair job.

CASTLE OF RIDDLES: When in the maze, you might just as well be in the dark!



#### NOT SO ELEMENTARY!

My copy of Sherlock arrived before the instruction booklet was ready and I found it frustratingly difficult to do anything worthwhile. After spending more than two hours before I succeeded in leaving the first room, I found I could not progress much further without consulting Melbourne House. The problem was not what to do, but how to phrase it.

Sherlock, like its predecessor The Hobbit, features Inglish — MH's name for its multi-word input implementation. Unfortunately, Inglish is not like what English is spoke! When the instruction booklet finally arrived, it was very clear about the language required, and anyone about to embark upon Sherlock should read the booklet very carefully before commencing the game.

Even then, they will not discover how to exit the first room — OPEN MY DOOR or OPEN YOUR DOOR will do the trick, but not OPEN DOOR, OPEN THE DOOR, or OPEN SITTING ROOM DOOR. There are other glaring inadequacies in Inglish. For example, in a room with two armchairs, SIT DOWN gives "I do not know the verb DOWN SIT", and GET UP is similarly converted to UP GET.

OK — that's the tortuous input covered, what about the output? There's little doubt in my mind that the dreaded *Hobbit*-bug will soon be a thing of the past! The trend will be towards the more advanced, state-of-the-art *Sherlock*-bugs!

There is a phrase or two that will set the cabbie off in a complete circle around London for a couple of hours, constantly repeating the phrase "Well, are we goin' anywhere guv'nor?" There are also some blindness bugs, as in the kitchen which, if you try to examine, elicits the response "I see no kitchen". Sherlock even has a half-letter-delete bug. When this appears, you should abandon the command and enter it again in full.

These frustrating features spoil an otherwise excellent mystery Adventure. Although its opening sequences strongly remind me of *The Curse of Crowley Manor*, what follows is quite different. If you do the right things, you will learn that a

double murder has been committed and you, as Sherlock, must solve it.

The murder hunt takes you out of town into the sticks and this is where, by taking action appropriate to a super-sleuth, you can come by much useful information. Lestrade will allow you to witness his scene-of-thecrime activities and you can listen in on his cross-examination of the suspects. But of course, being Holmes, you will no doubt decide to wander off the straight and narrow and carry out a more detailed investigation of your own!

On screen, the game performs well when it fails to crash or be obtuse. A split screen is arranged so that conversation scrolls below a band displaying the time. The narrative is to the left of the graphics (if any, for not all locations have a picture) and these scroll above the band. The graphics are speedy, but nondesript to the point of being superfluous. Far better to have dispensed with them altogether and made the program more intelligent.

The interesting thing is the display of the time in the separating band and this puts the game almost in a class of its own (not quite, though, for it has been done before — notably in *Pettigrew's Diary.*)

The game commences at 08.00 am and, should you decide you have a train to catch, you'll need to make sure you're at the station before it leaves! If you fail to move fast enough, then time will tick away and Lestrade will catch it without you, leaving you high and dry!

I get the feeling that Melbourne House, with Sherlock, is trying to do an Infocom without requiring the use of a disc system. Infocom games have full sentence input, using a system called Interlogic and it works well. Inglish doesn't quite make it.

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My overall impression of Sherlock is of an intriguing and absorbing game written for the wrong machine by someone who doesn't speak the vernacular. A game featuring Sherlock Holmes and Dr Watson should at least recognise and preferably understand the word ELEMENTARY. Otherwise, there is just no answer to Watson's occasional admiring words: "That is brilliant, Holmes!"

Sherlock Holmes is for 48k Spectrum from Melbourne House, priced £14.95.

#### ADVENTURE CHAT

Who's going round and round in circles, from field to fuzzy area and back, getting nowhere, then? Hundreds of you, if the latest batch of mail is anything to go by! Great Hulks of letters have been arriving on the subject.

Fields, and a certain underground room, seem to be bothering most people — and ANTS, of course! Now why don't they ALWAYS come after me...?

Hulk is certainly the game of the moment and all sorts of people are getting stuck! Wax, ants and astral projections are baffling many a player — not to mention scratch marks! Quite a Nightmare! Now there's a thought . . !

"We dun it!" writes Mrs. Gabby Smith from her holiday in Wales, singing the praises of Heroes of Karn. "We made all the mistakes possible, but it's a great game and worth soldiering on at!" Take heart, all those hacking away at Heroes!

Nick Tuckett from Bristol seems to be in problems finding the Rusty Axe in his BBC version of Adventureland. Don't say they forgot to put it in, Nick? Has he a duff copy, are they all like that, or could he be like me — too blind to see something when it's staring him in the face?

Steven Dix writes to warn people of Microdeal's Mansion House which, he says, is awful and not worth the trouble playing. You can open a safe twice, says Steven, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bibby, who writes once again, as he puts it, to our "illustrious organ" — is our August issue turning into an oversized piano? — reckons his correspondence is becoming so regular that his pet dog is becoming jealous!

However, James has at last found two adventures to keep him happy—Castle of Piddles and The Pen and The Bark. You're not taking the castle out of my game, James, I hope?!

James signs off with this thought: if you came across a very small German guard whilst playing *Colditz*, would he be described as a Stalagmite?



# SPOOF — THE MAGIC DRAGON!

Spoof by name, and spoof by nature, this refreshing Spectrum game pokes fun at all those cliches so often met by avid Adventurers.

The game starts with the title "The Chronicles of Yaw, Part 5387". Yaw, so the inlay tells, is the husband of Dro who, together with their children Mo and Complay, form the Ning family. In fact, the inlay makes good reading — it had me in stitches!

Yaw is fed up with his mundane existence and goes off to his local, The Dragon Inn, to find himself an Adventure. "Well don't come back drunk!" shouts Dro and slams the door behind him.

Down at the Inn, the Innkeeper has a laugh at Yaw's expense. "Haven't you heard of Spoof?" he asks, winking at the other customers, "Legend says that when King Froggo returns, so will the Magic Dragon to avenge old wrongs."

"What we need is an adventurer, to kill him!" shouts a drunk. "I'm here, I'll kill him!" shouts Yaw who sets off and soon finds himself in Necessary Forest.

This game, as well as providing a lot of laughs, is also crammed full of challenges — in fact, you can hardly make a move without being

interrupted in one quest and given another one.

At one point, you find yourself near a phone box and the phone starts ringing. Like a mug, you answer it. "Hello, is Dave there?" asks a voice at the other end. "No," you answer. "Call him, will you, he's probably just down on the beach."

So you do and, sure enough, Dave waves and makes his way up to you through a secret tunnel in the cliffs.

Dave is sent on a mysterious mission and he invites you to follow. You get in his boat and, as he rows you across the Essential Ocean to the lighthouse, he sings songs about fish fingers — you're sure you've heard them before. You notice his black beard glistening, either with spray or spit, as he sings.

Spoof is a text-only Adventure with instant response and constant wit. My only complaint could possibly be that every now and again a command is difficult to phrase — but that is not to say the vocabulary isn't adequate. If you enjoy a good laugh, then try Spoof, you'll love it! Meanwhile, I'm going back in to see if there's a Mandatory Maze!

Spoof is for 48k Spectrum from Runesoft, priced £7.50.

video style case, and the whole presentation, including the onscreen titles, is designed to masquerade as a movie. The game really requires a 96k Spectrum but, since there is no such beast, it is split into two 48k parts. The successful completion of Part 1 means that during the intermission you get your ticket for Part 2 and you will certainly need some clues from Part 1 to be successful

It is not an over-difficult game (so far!) but is highly entertaining. In exploring the corridor, it is tempting to enter each new door as you come to it — after all, why not? That doesn't mean this sequence is the correct one, if indeed there is a correct one.

The trouble is, there is such a wealth of objects, that the inventory limit is hit all too soon. As a result, I left the countryside littered with my old rubbish as I found each new toy and wanted to carry it!

The Sandman Cometh is from Star Dreams for 48k Spectrum, priced £10.95.

#### ADVENTURERS WRITE . . .

The trouble some people take over a letter to me makes writing the Adventure pages truly rewarding. Despite an ever-growing mailbag, I manage to read every letter personally and enjoy doing so! Answering them all is a different matter but, in this respect, I am lucky in having Paul Coppins and Simon Marsh to help share the workload.

We receive many detailed tips and sometimes a superb map—like one of The Land of Midnight, recently received from Graham Salloway.

Lindsey De Le Paton is one who went to great lengths to write to us—and had quite an Adventure in just doing so. It couldn't have been easy writing with a Spectrum balanced on the TV, her map on her lap, C&VG on top of her Atari drive to her left and in front—a typewriter! She plays Adventure games almost exclusively, as she finds they are the only games that hold her interest.

Seriously, though, thank you all for writing — and keep at it! Shortly I will be bringing you the lowdown on what your fellow *C&VG* adventurers consider makes a good Adventure game, culled from the many letters I've had in response to my request.

#### I STARRED IN A DREAM

I was in a corridor lined with doors. Each bore an inscription hinting at what might lie on the other side. 'All the fun of...' read the first, so I went through and found myself in a fairground with the sound of calliope music. I tried my hand in the shooting gallery, won an unexpected prize, then took a ride on a very realistic ghost train.

Back up the corridor I tried a few more doors — there was no shortage — and variously found myself lying on a pin table with a steel ball hurtling towards me, trying to play croquet and fighting an army of toy soldiers. Other doors led to . . . but that would be telling!

I was playing The Sandman Cometh, the first major Adventure from Star Dreams who, until recently, were known only for their successful Spectrum Toolkit. Since then, Mike Turner, their games designer, has

become known for his Quilled Adventure Aural Quest which has been released on the cassette version of the Stranglers' new album, Aural Sculpture.

Sandman starts with a fairly unoriginal puzzle but develops into an Adventure full of variety and not a little humour. Knowing that you are likely to have visited a sundial and been through a door marked "Ah! Diddums", this game then pitches you into the Star Dreams offices, where the floor is covered with lawsuit papers!

Sandman has graphics at every location and the picture occupies the top left-hand corner of the screen, with its description written to the right of it. The graphics display very quickly and are therefore no nuisance to the text adventurer. What is more, the pictures are original in design and attractive, sometimes even striking.

Sandman comes packaged in a

# THE FLYING VIKING

The Saga of Erik the Viking is the title of a book by former Monty Python Flying Circus star, Terry Jones. The tales, written for his young son, tell of the brave deeds of Erik, a Viking warrior who sets sail on a quest for adventure. He and his crew find plenty of that! They meet the Enchantress of the Fjord, discover a talking valley and have many other exciting experiences. Erik is now the star of his own computer adventure. Keith Campbell, C&VG's very own Adventurer, went to meet Terry Jones as the ex-Pythoneer saw the computerised version of his hero for the first

ete Austin, from Level 9 Computing, is the man who turned Erik the Viking into a computer adventure. In order to design and write Erik the Viking, Pete Austin spent a considerable time in York, carrying out research in that city.

"We have been pretty thorough," he said, "and you may not realise it, but all the pictures and text references in the

game are really quite authentic.'

Knowing that, it's the sort of game that awakens an interest that demands further reading on the subject. This Adventure game will not only entertain, and bring to life Erik and his band, but educate as well.

However, had it not been for a certain Bill Jones, aged six, it is likely that neither book nor game would have

come into being.

Bill has an older sister called Sally, whose father wrote her a fairy story. Feeling a bit left out, Bill decided it was high time Dad wrote one for him. So Dad dreamed up Erik, and wrote a series of stories that turned into a saga.

It may come as a surprise to you, as it did to me,

that Bill's dad Terry is the Terry Jones better known as a cook with a tasty line in rat dishes, a housewife and mother hit by a plague of dead bishops and a certain pin-striped gent with a wife from Purley. Say no more!

In case that's all a mystery to you, Terry Jones was one of the team who created Monty Python's Flying Circus, the most original comedy show of all time which has since spawned thousands of imitators.

I wondered what Terry Jones would think of Erik in his computerised form? I found out when Terry was introduced to micro-Erik for the first time by programmer Pete Austin, at an exclusive meeting in London with

Erik was ready and waiting for Terry on a Spectrum when he arrived and, introductions over, I asked him if he had a computer.

"Yes, we have a Spectrum at ome," replied Terry and added: home," "But I must confess to being an absolute computer illiterate!

"Sally and Bill make the most use of our micro. So you'll have to tell me what to do!" he said, looking round at the gathering a little apprehensively.

Pete and Terry sat down facing the Spectrum and, after a few moments explaining how an Adventure game



artist who illustrated the Erik book.

works, Pete started it off.

Terry was absolutely intrigued by the graphics and suddenly full of questions. "So many pictures - I've never seen anything with pictures like that before on a micro. Is there one for every place you can go to? How is it done?

Level 9 are renowned for their extensive text games and so Erik marks a departure for them, being their first venture into graphics Adventures.

Erik's graphics are the finest I have seen accompanying an Adventure on

The game was developed on a BBC micro and Level 9 have acquired a special emulator to assist in converting the pictures from BBC to Spectrum and Commodore. Hitherto, the conversion process for their text Adventures has used hardware, but not been quite so easy.

"Can you turn the graphics off?" I asked. A laugh went up, as Pete replied "Yes!" and fed in the appropriate command. Play carried on in plain text, but Terry was indignant. "Why on earth should anyone want to do that?" he protested. "Turn them

back on, I want to see where we're going - I want to see what the giant looks like!"

Here, Pete hit a snag. He turned on the graphics but realised that, because of the way he had played the game through to that point, the life of the game might be too limited to reach the giant-without restarting!

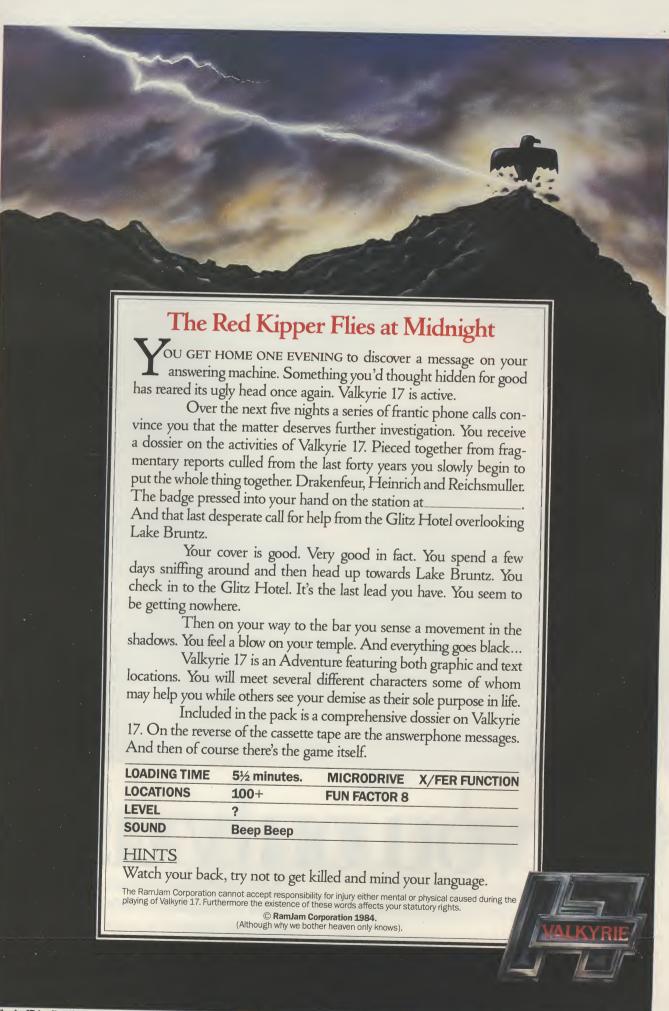
So out came his master plan and he carefully managed to pull Erik through, by consulting his map of the

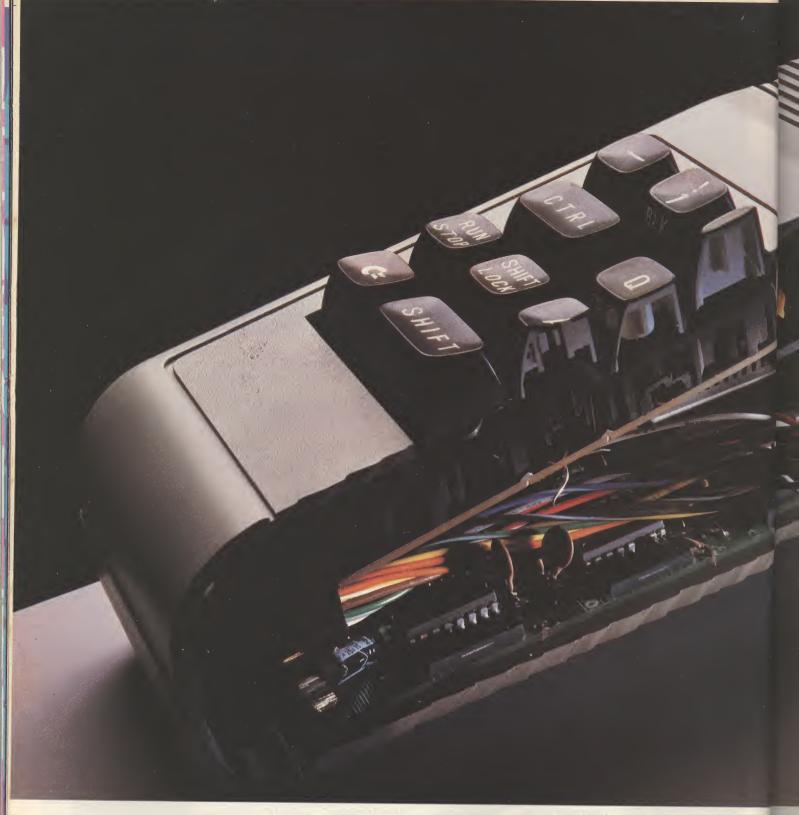
Eventually Erik came upon the giant and Terry loved the picture! "Worth all the trouble getting there just to see him," he smiled.

Meanwhile, I asked Terry why had

he chosen the name Erik for his hero could it have been anything to do with a pet fish? One featured in a famous Python sketch. "Never even crossed my mind!" Terry admitted -'Mmm, yes, Erik the half-Viking . . .

At this point Terry said he had to leave. After all, his car had been standing on a yellow line for some time now! He took a copy of the game with him. "That will give Sally and Bill something to do for the rest of their school holidays!" he grinned.





# Are you only games Jon a Commodore nputer is like asking Albert Finetain.

computer is like asking Albert Einstein to work out the square root of four.

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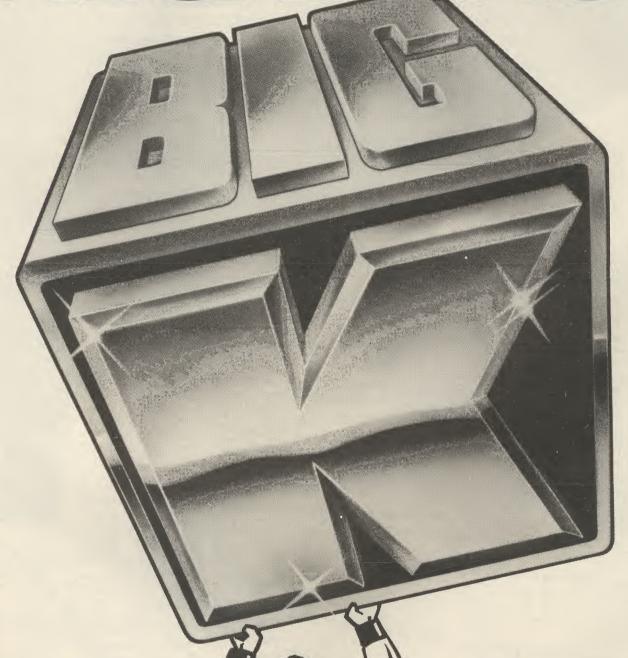
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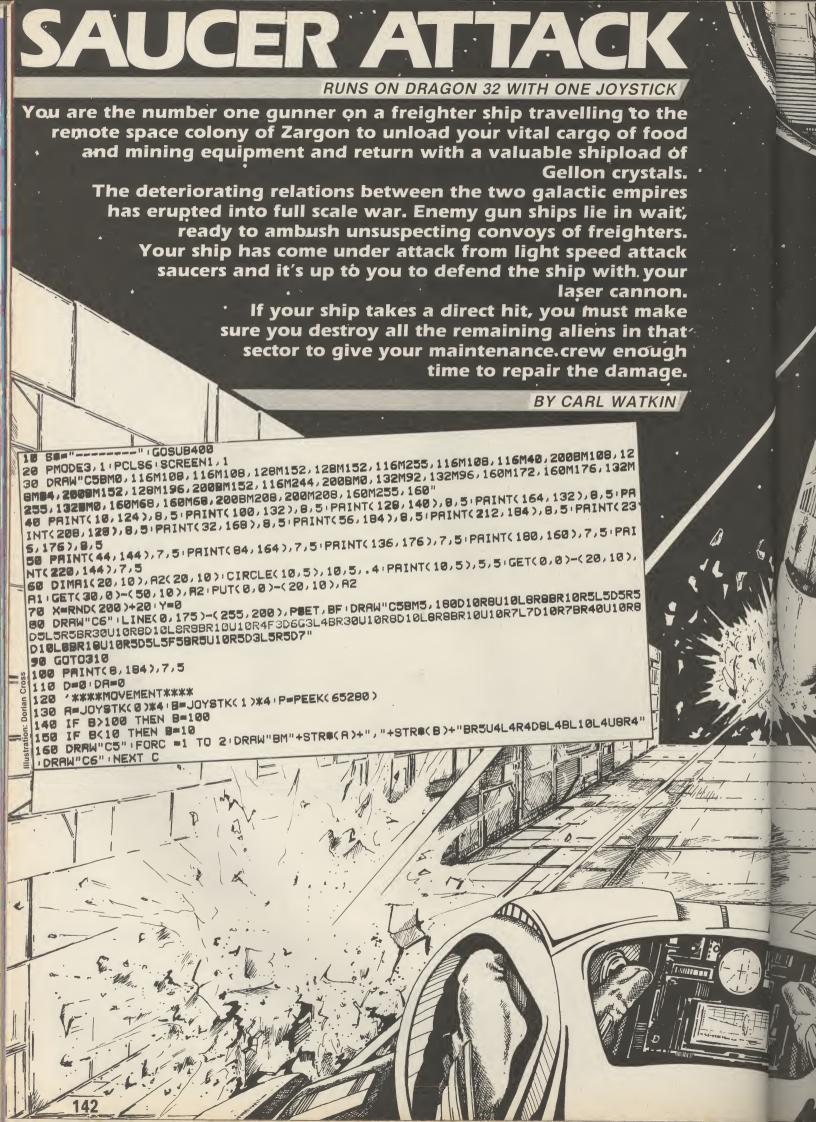


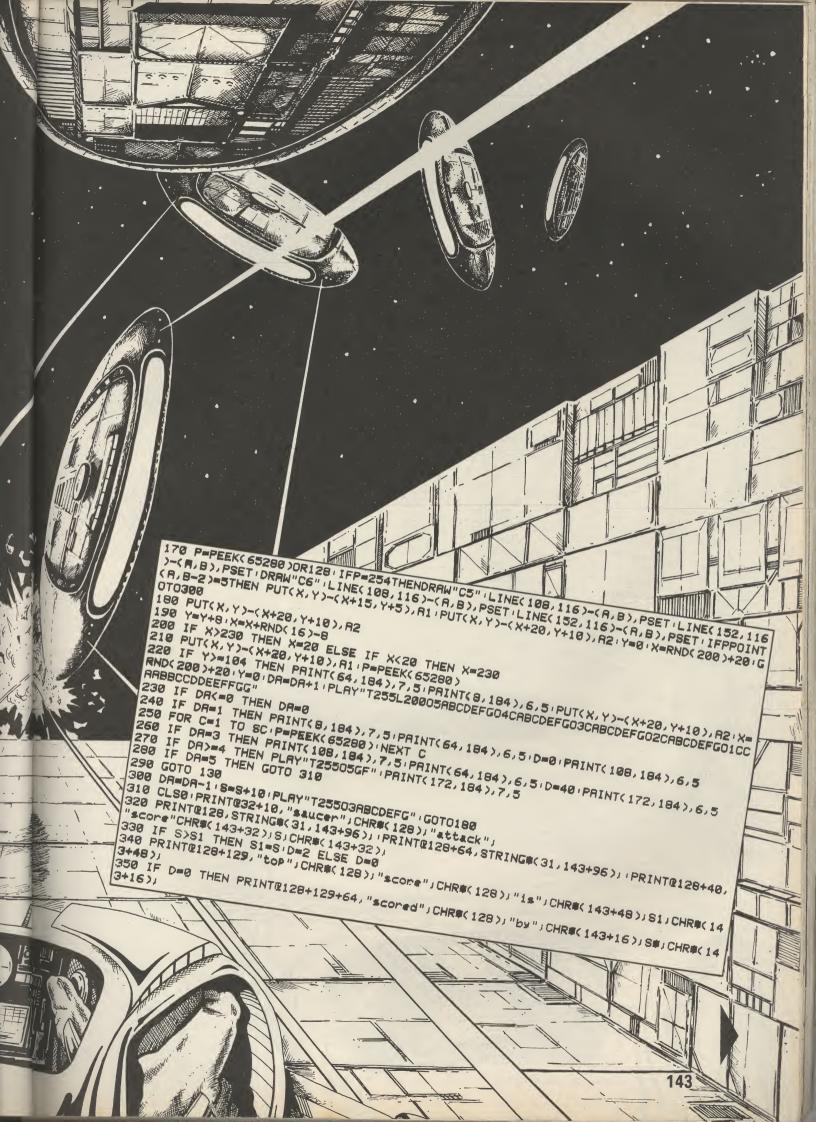


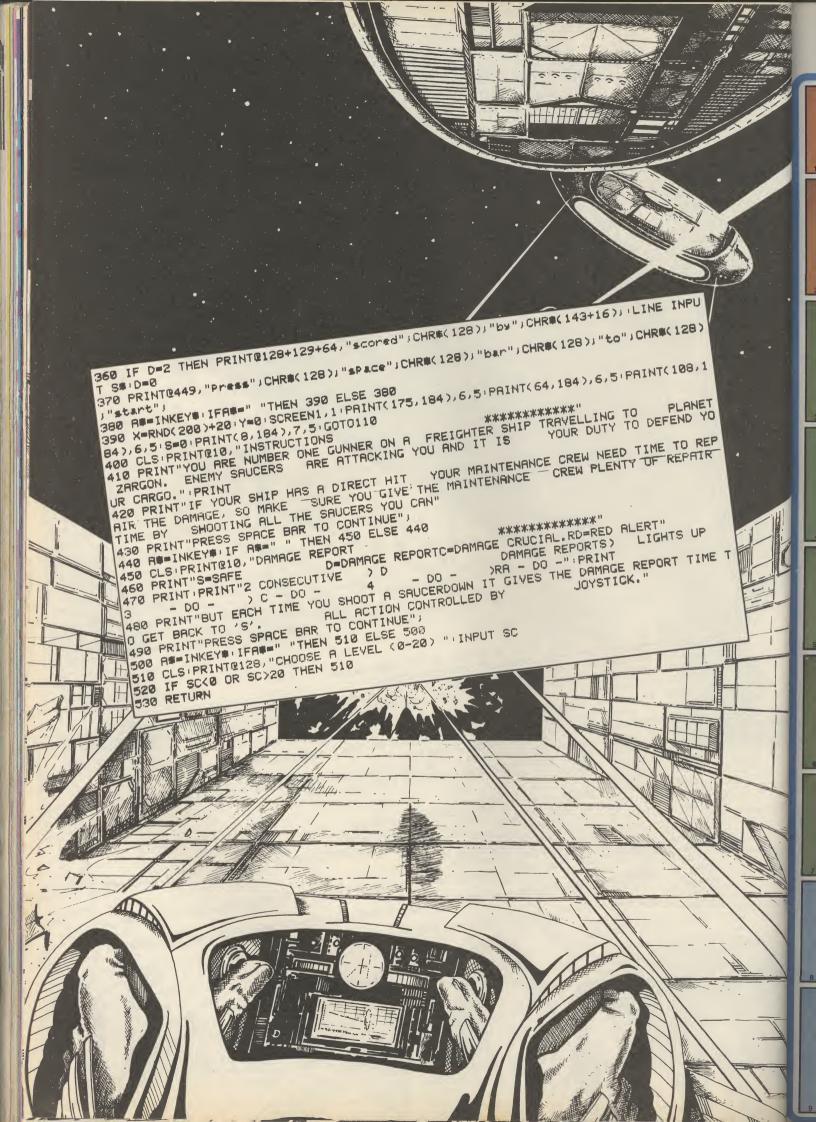
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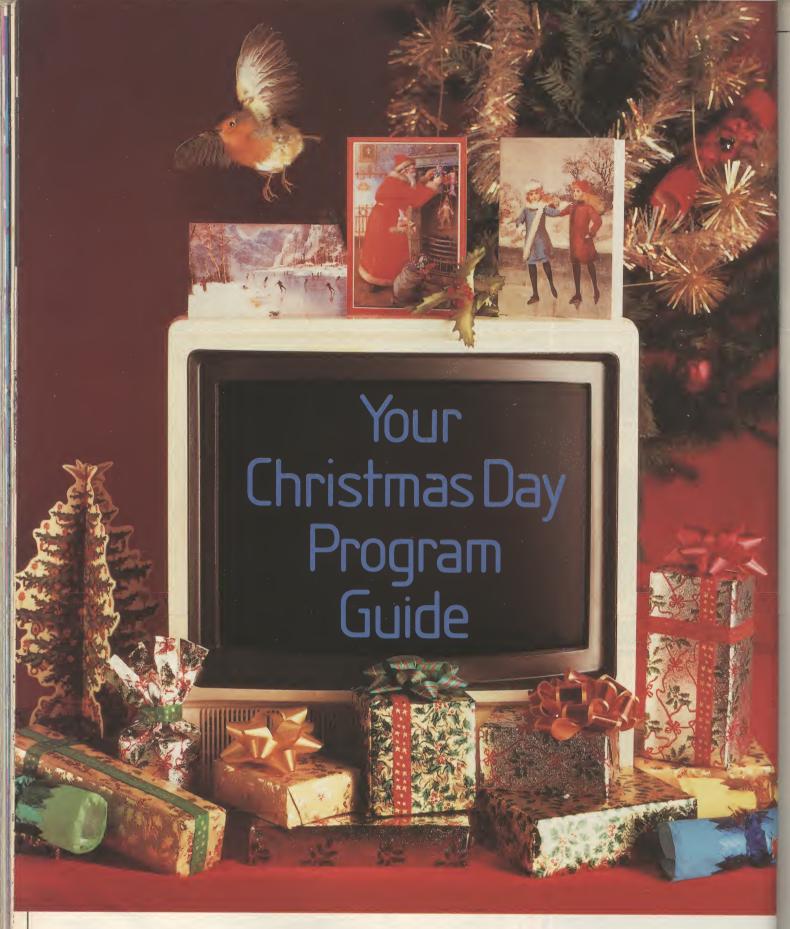
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A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

<u>12.00 Elite</u>

A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer

A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware – as the game progresses, so the number of monsters chasing you will increase.

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'Go' is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A velly good game indeed.

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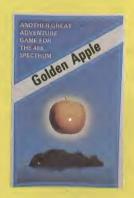
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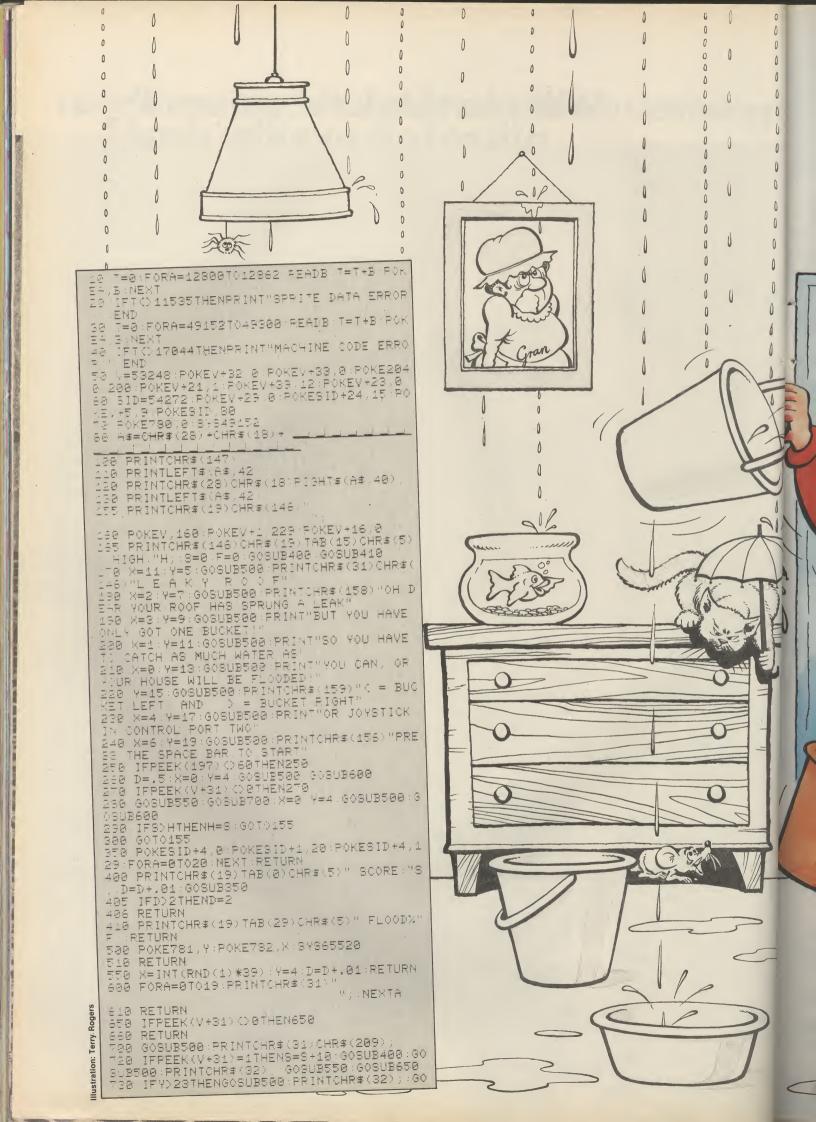
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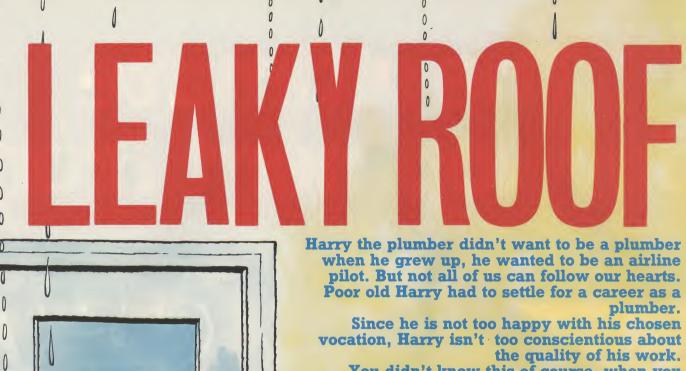
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You didn't know this of course, when you employed him to replace the hot water pipes in your new house. Not surprisingly, the pipes have sprung several leaks. The only way you can stop your home from flooding, is to dash about with a bucket trying to catch falling water drops.

Full instructions are included in the listing. The joystick should be placed in port 2.

#### JAMES WILLISCROFT *RUNS ON A COMMODORE 64*

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time you load another game. The keyboard remains fully operative at all times.

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As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', for use with ALL Spectrum or ZX81 software — not just those with a joystick option.

\* No Software programming required.

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\* Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.

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\* Several interfaces can be separately programmed and fitted to one computer for multiple player games.

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The AGF Interface II represents the best low cost introduction to joystick control.

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This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12 month guarantee, and a  $12\frac{1}{2}$ % discount voucher against further AGF mail-order purchases.

The new AGF RomSlot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

RomSlot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Parker Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

RomSlot incorporates an extra feature called 'Restart'. This allows you to instantly *restart* the ROM game.

RomSlot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speed units and printers etc.

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The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-footed precision with a comfortably contoured handle offering a convenient top firing button as well as one on the base.

#### **QUICKSHOT II**

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

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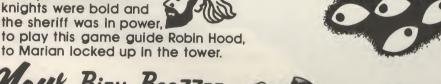
Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend. who awaits him on the end wall, but beware of the flying boots

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IN Bogy Men

Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric

meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.



When teddy to the picnic went

there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.



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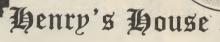


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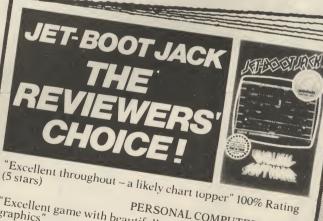
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move left and right. To jump, press the J key. But watch out when you jump, as you won't always reach

the same height.

2 DISPLAY AT(12,1): "DO YOU WANT INSTRUCTIONS?" :: ACCEPT AT(12,26): A\$ :: IF SEG\$

4 CALL CHAR(96, "030702030303070F0D0D0E0E0703030380C080C0800080C0C0C0C0C0C080000080 5 CALL CHAR(100,"030702030303070F0F1F1F030706060780C080C0800080C0C0E06080C0C0C0E

6 CALL CHAR(104, "030702030303070F0F1F1B070F0C0C0E80C080C080C0B0C0C0E0E0C0E060607

7 CALL CHAR(108, "01030103010001030303030301000001C0E040C0C0C0E0F0B0B07070E0C0C0C

B CALL CHAR(112, "01030103010001030307060103030307C0E040C0C0C0E0F0F0F8F8C0E06060E

9 CALL CHAR(116,"0103010301000103030707030706060EC0E040C0C0C0E0F0F0F8D8E0F030307

10 CALL CHAR(132."030303031F1F030303030303030F7FFC0C0C0C0F8F8C0C0C0C0C0C0C0F0FE

11 SCR=1 :: LV=3 :: SC=0 :: KY=0 :: S=0

12 ON SCR GOSUB 32,48,71,87,100

13 RC=96 :: CALL SPRITE(£1,96,10,96,128)

15 DISPLAY AT(2,5)SIZE(7):SC :: DISPLAY AT(2,12)SIZE(3):LV

16 CALL PATTERN(£1,RC):: CALL JOYST(1,A,X):: CALL MOTION(£1,0,A) 17 CALL POSITION(£1,R,C):: CALL GCHAR(R/8+3,C/8+1,G):: IF G=32 THEN VM=1 :: GOTO

18 IF G=123 THEN CALL HCHAR(R/8+3,C/8+1,120):: GOSUB 123

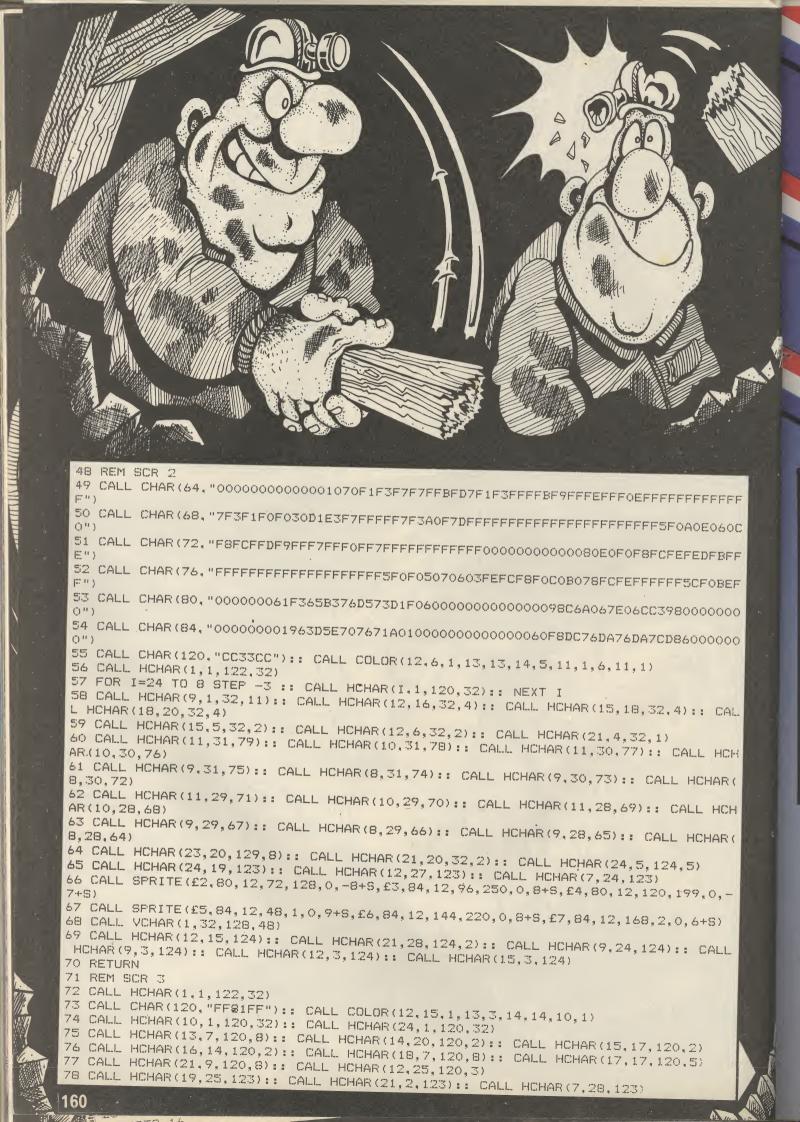
19 IF 6=124 THEN CALL HCHAR(R/8+3,C/8+1,120):: GOSUB 124

22 RC=RC+A :: IF RC>104 AND A=4 THEN RC=96 ELSE IF RC<108 AND A=-4 THEN RC=116

23 IF KY>=3 THEN 114

GOTO 16

25 CALL SOUND(-100.300.15):: CALL SOUND(-10.500.15):: VM=-14 26 IF A=-4 THEN CALL PATTERN(£1,116) ELSE CALL PATTERN(£1,104) 20 IF GEORGIAN CHILL PHITERWELL, ILOVELDE CHILL PHITERWELL, 1047
27 CALL MOTION(£1, VM, A):: VM=VM+2 :: CALL FOSITION(£1, R, C):: CALL GCHAR(R/8+3, C/ 8+1,6) 28 IF G=128 THEN 133 29 CALL COINC (ALL, H):: IF H THEN 133 31 IF G<>32 AND VM>1 THEN CALL MOTION(£1.0.0):: GOTO 16 ELSE 27 33 CALL CHAR(120, "AA55AA", 121, "FF8181FFFF1818FF", 122, "FF3C18", 123, "3838080808081 C1C",124,"183C3C18") SIC 34 CALL CHAR(128, "AA55AA55AA55AA55", 129, "FF1818FFFF8181FF") 36 CALL HCHAR(15,4,120,26):: CALL HCHAR(13,4,120,26):: CALL HCHAR(14,25,121,8):: AIN 37 CALL HCHAR(14,1,121,3):: CALL HCHAR(13,7,32,2):: CALL HCHAR(15,21,32,2):: CALL best L HCHAR(13,21,32,2):: CALL HCHAR(18,21,120,2) 38 CALL HCHAR(19, 25, 120, 28):: CALL HCHAR(24, 1, 120, 32):: CALL HCHAR(22, 27, 120, 8) ľve 39 CALL HCHAR(11,1,120,16):: CALL HCHAR(11,20,120,12):: CALL HCHAR(9,9,120,6) ine! 39 CHEL MUMBRECTI, 1, 120, 167: CHEL MUMBRECTI, 20, 120, 127: CHEL MUMBRECT, 7, 120, 67
40 CALL HCHAR(8, 17, 120): CALL VCHAR(1, 32, 128, 48): CALL HCHAR(23, 7, 129, 7): CAL nero 41 CALL HCHAR(13, 26, 123):: CALL HCHAR(8, 18, 123):: CALL HCHAR(20, 8, 123) ting 41 CALL HUHAR(15,20,125):: CHLL HUHAR(0,10,125):: CHLL HUHAR(15,6,124):: CALL HCHAR(9,11,124):: CALL HCHAR(19,27,124):: CALL HC 1 gos the 44 CALL SPRITE(£2,136,4,85,128,0,-8+5,£3,136,10,85,200,0,-8+5) ber. 45 CALL SPRITE (£4, 136, 14, 180, 1, 0, 6+5, £8, 136, 3, 55, 128, 0, -7+5) 46 CALL SPRITE(£5, 136, 13, 145, 20, 0, 9+S, £6, 136, 6, 145, 45, 0, 9+S, £7, 136, 14, 145, 70, 0, 9 the om de. to To But np, ach ht.



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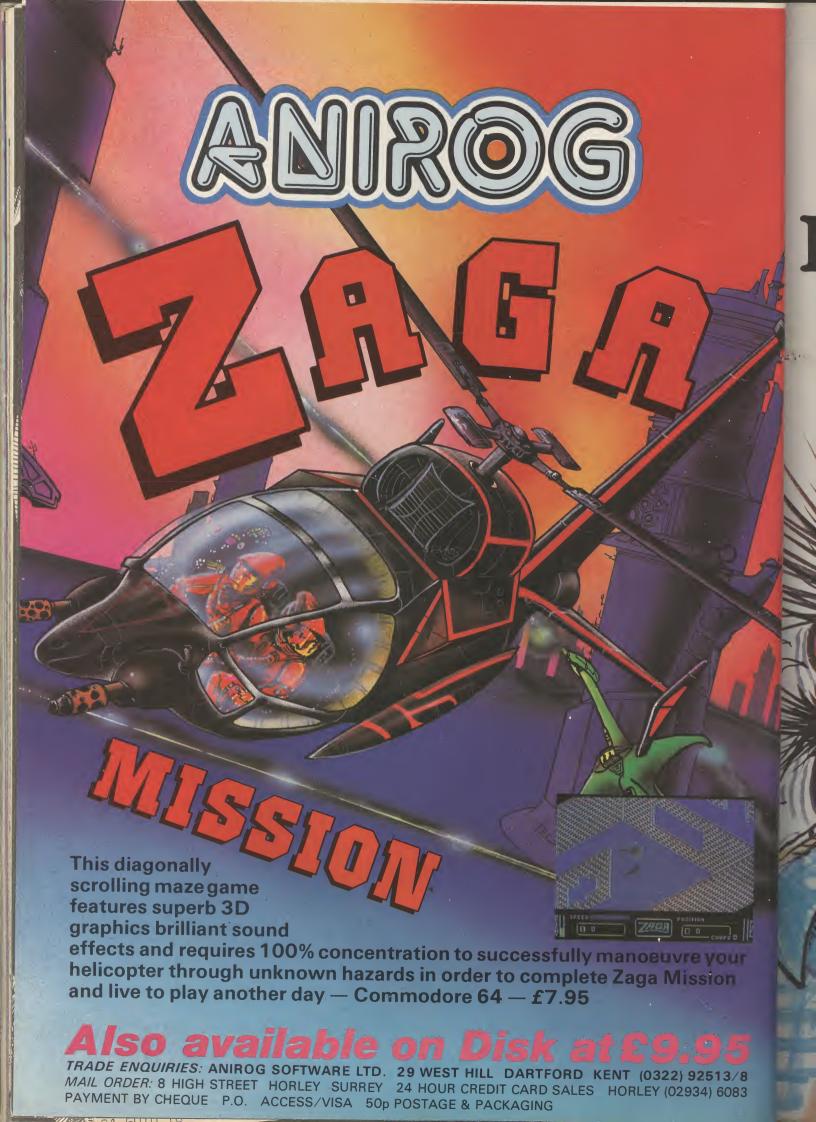
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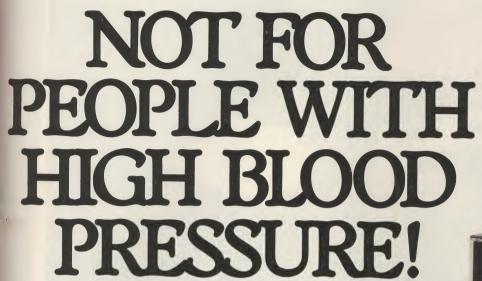
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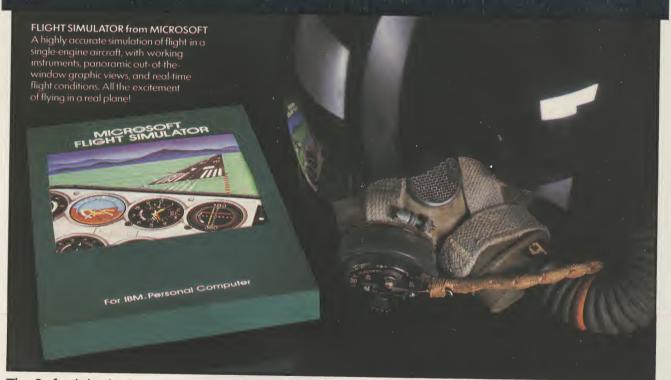
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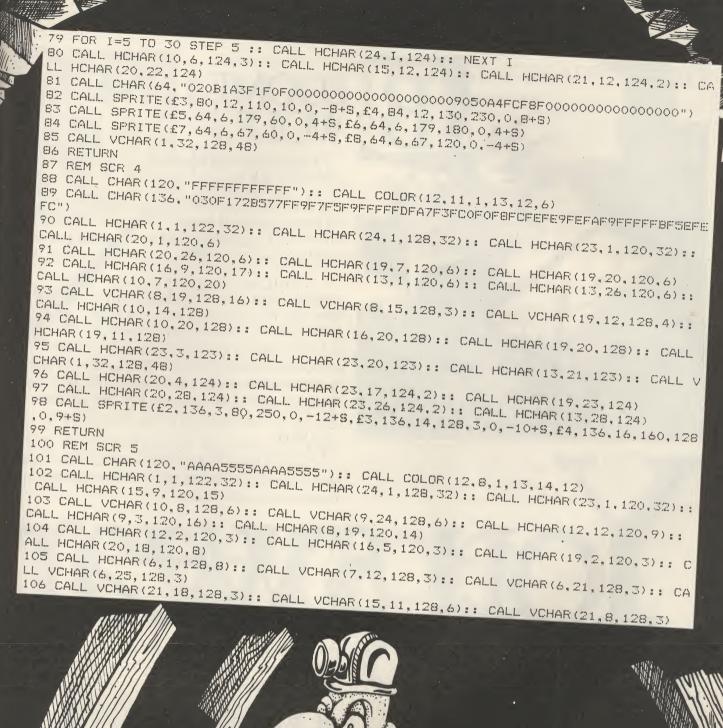
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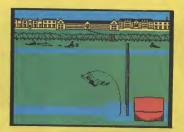
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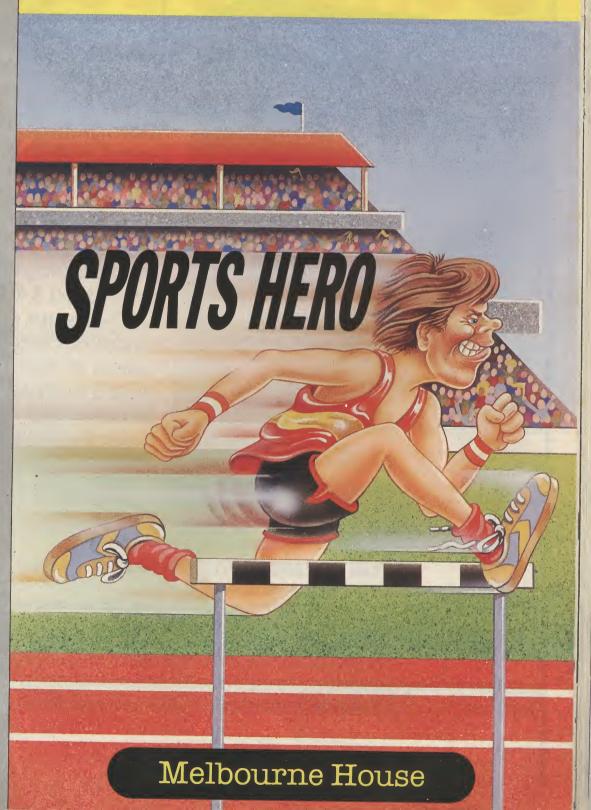
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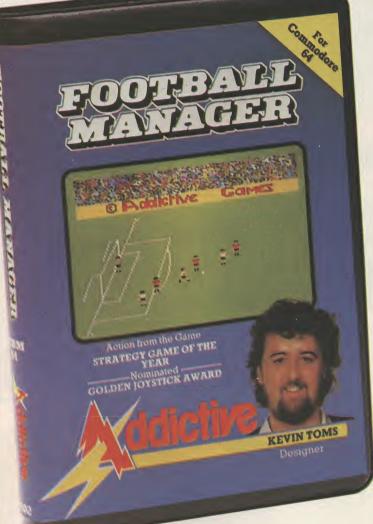
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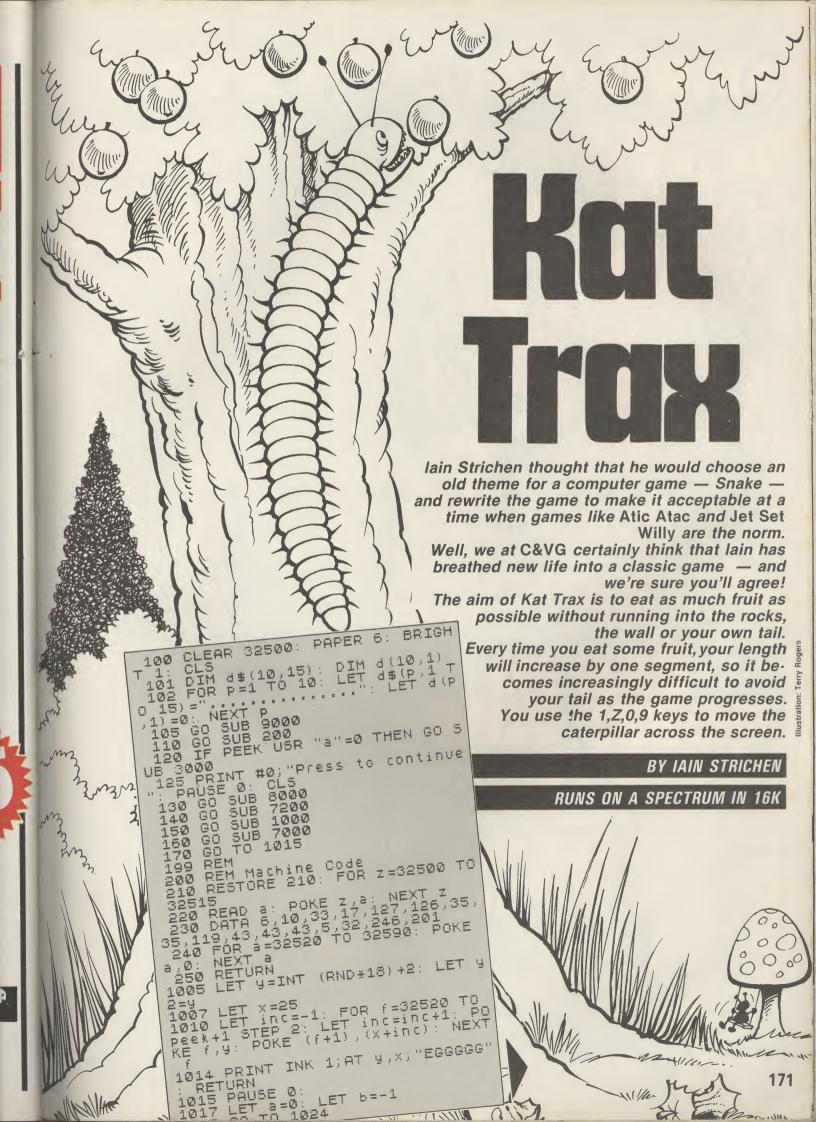
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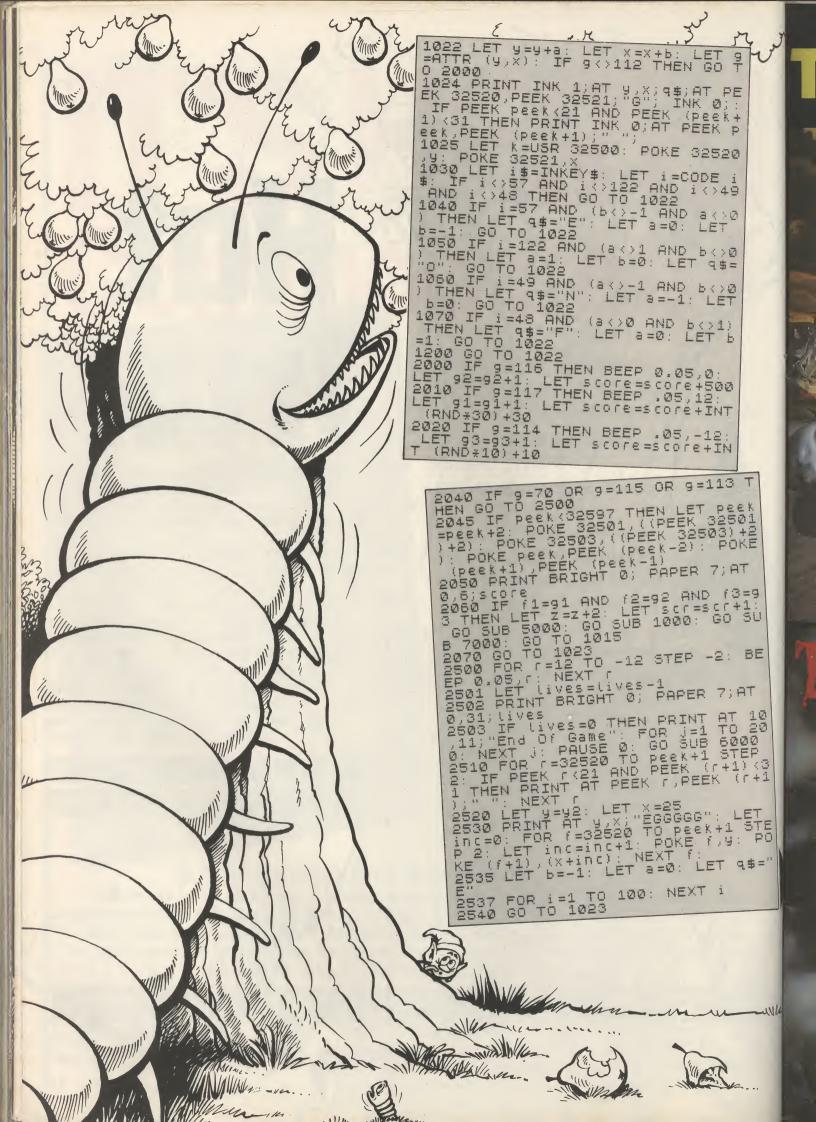
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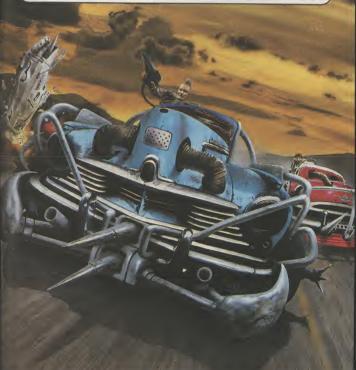


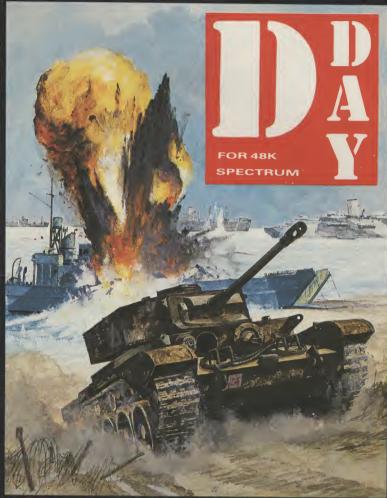
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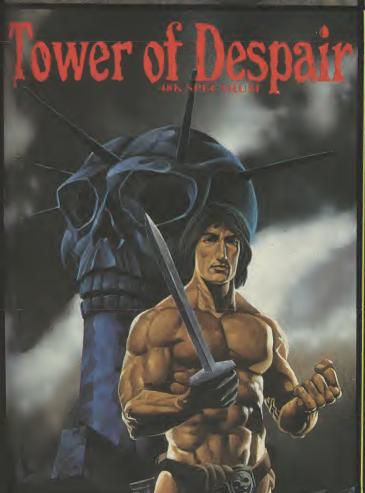
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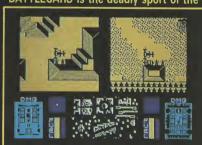






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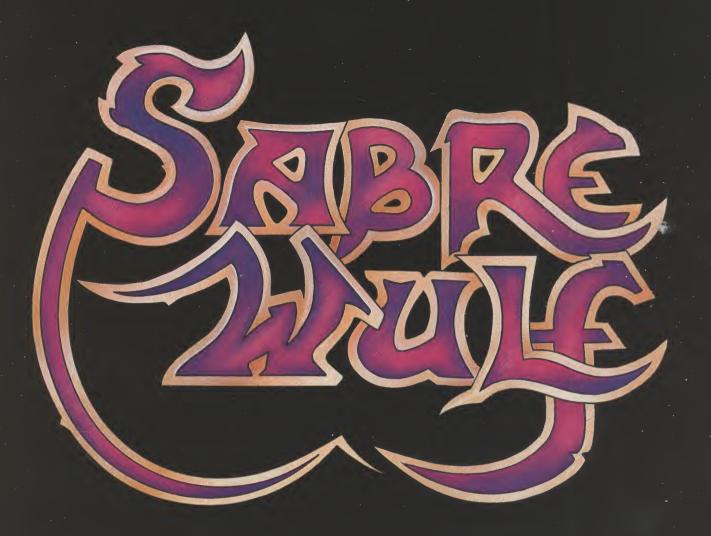
D-DAY is a superb graphic

D-DAY is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and

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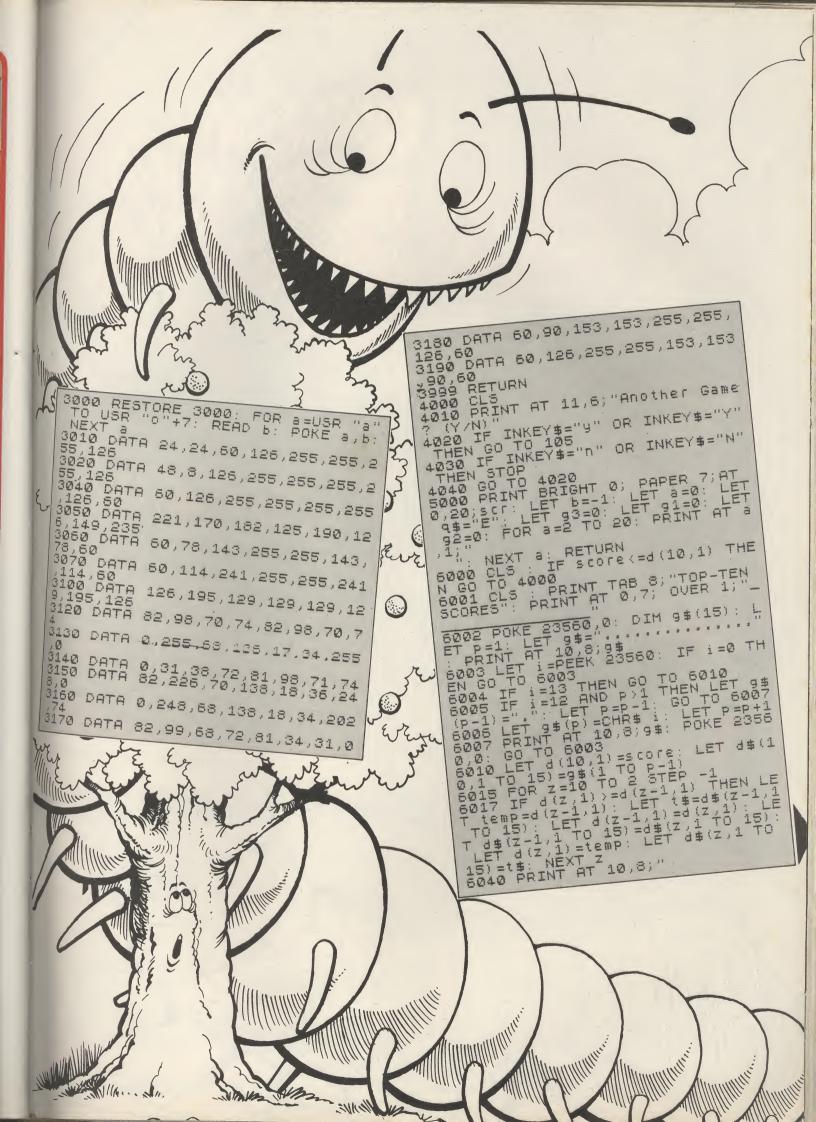
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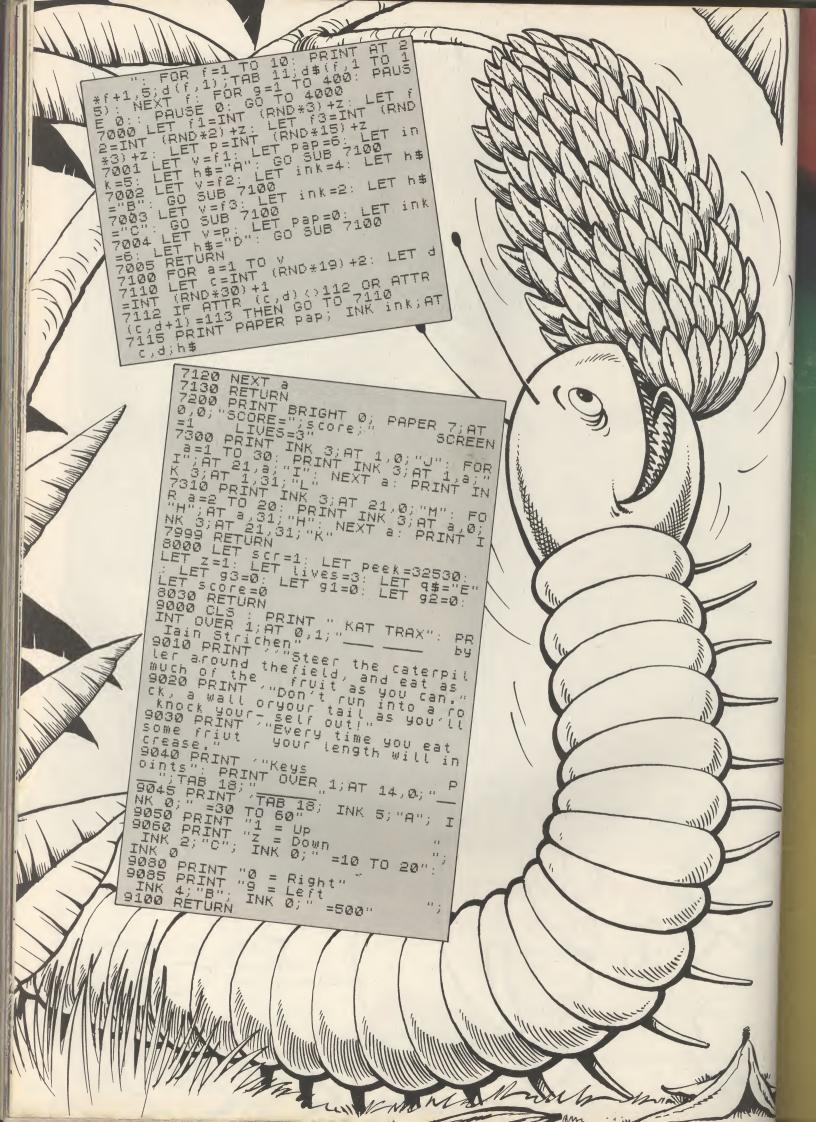
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"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it.



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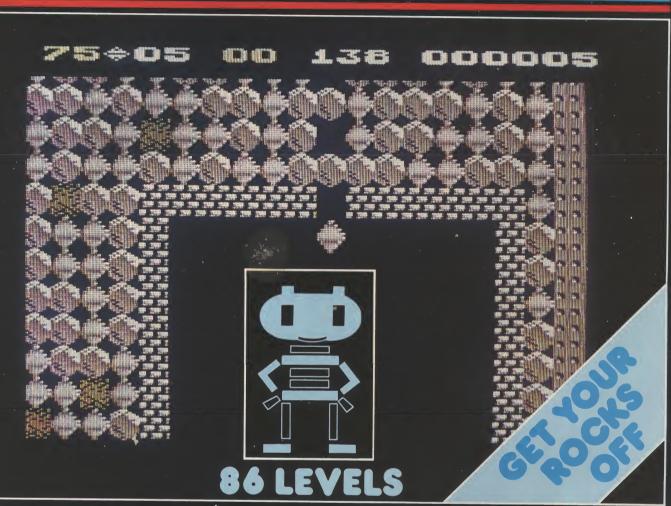
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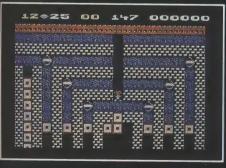
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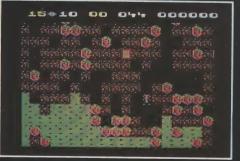


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Really Something Else



10 \*FX220,0

20DIMA%(10,10):MODE7:VDU23;82 02:0;0;0;:S%=0:PROCinstruct:MODE 2:PROCsetup:ENVELOPE2,3,0,0,0,0, 0,0,121,-10,-5,-2,120,120

809%-0:p%-0:TIME-0:XX-500:YX-500:ZX=0:GX=0:HX=5:VX=5:FORIX=1T 010:FORGX=1T010:A%(G%,I%)=RND(4) -1:ZX=ZX+P%(G%,I%):NEXT:NEXT:P%=

40VDU23;8202;0;0;0;19,0,1;0;1 9,8,7;0;19,1,7;0;19,12,4;0;19,11 ,3;0;19,2,3;0;19,10,2;0;19,14,3;

0;19,1,0;0; 50\*FX11,1

60\*FX12,1

70REPERT: CLS: COLOUR128: VDU19, 15,4;0;:VDU19,9,6;0;:VDU19,14,0; 0;:x%=500:y%=700:Move=0:IFRND(4) =1monster=TRUE ELSEmonster=FALSE 80IFmonster=TRUE PROCmonster(

xx, yx)

90IFV%>1ANDV%<10ANDH%>1RNDH%< 10A%=1ELSEIFV%>1ANDV%<10ANDH%=1A %=2ELSEIFV%>1ANDV%<10ANDH%=10A%= 4ELSEIFV%=10ANDH%>1ANDH%<10A%=3E LSEIFVX=16NDH%>16NDH%<10A%=5ELSE IFV%=10ANDH%=1A%=6ELSEIFV%=10AND HX=106X=7ELSEIFVX=16NDHX=106X=8

The national security centre has been broken into, and the nation's gold supplies have been taken by aliens.

They have stored it in their main base but, to make life harder for anyone trying to find it, it's not all in the same place.

You must guide ROBO-1 round the base, looking for the gold. But beware the patrollers who guard the haul and will kill if they have to.

Watch the power meter on the screen. It decreases all the time but will go up when you manage to get some of the gold. But overload ROBO-1 and he will explode.

There are 100 rooms to explore, all in glorious 3D, so happy wandering!

Use the cursor keys to control ROBO-1.



1001FV%=1ANDH%=1A%=9

110PROCroom(A%): VDU4: COLOUR138
:PRINT"SCORE: "; S%; TAB(0,1); "HI:"
;L%: VDU5: MOVEX%, Y%: VDU18, 3, 15, 25
0,251, 8, 8, 10, 252, 253, 8, 9, 10, 254,
255, 18, 3, 6, 9, 8, 11, 11, 244, 245, 8, 8
, 10, 246, 247, 8, 8, 10, 248, 249, 18, 3,
14, 8, 8, 11, 240, 241, 8, 8, 10, 10, 242, 243, 18, 3, 3, 8, 8

120VDU11,11,11,236,237,8,8,10, 238,239

130GCOL0,0:P!OT4,70,900:PLOT5, 100,900:PLOT4,70,500:PLOT5,100,5 90:VDU4:FORI=1TO5:PRINTTAB<1,5+1 >MID\$<'POWER',1,1>:NEXT:GOOL3,7: FORI=500TO500+P%STEP4:PLOT4,20,1 :PLOT5,60,1:NEXT

140REPERT:D%=0:T%=0:g%=G%:p%=p%+1

150IFINKEY(-59) PROCup:GOTO 19

160IFINKEY(-42) PROCdown:GOTO 190

170IFINKEY(-26) PROCleft:GOTO 190

180IFINKEY(-122) PROChight:GOT O 190

1901FD%=0ANDT%=0GOTO210

200SOUND1,-10,128,2:PROCrobot( X%,Y%):PROCrobot(X%+D%,Y%+T%):X% =X%+D%:Y%=Y%+T%:IFg%<>G%P%=P%+40 :GCOL3,7:FORI=500+P%-36TO300+P%S TEP4:PLOT4,20,I:PLOT5,60,I:MEXT: IFP%>400death=TRUE

210PRINTTAB(0,0)"SCORE:";S%:IF p%>Sp%=0:GCOL3,7:PLOT4,20,500+p% :PLOT5,60,500+p%:P%=p%-4:IFp%<=0 death=TRUE

220IFNOTmonster GOTO300

2300K=FALSE:A%=RND(20)-10:B%=R ND(20)-10:IFB%>5B%=20ELSEIFB%(-5 B%=-20ELSEB%=0

2401FA%>5A%=20ELSE1FA%<-5A%=-2 0ELSEA%=0

250IFA%=-20ANDPOINT(%%-14,y%)= 0AND POINT(%%-14,y%-80)=0 OK=TRU E:B%=0:GOTO290

260IFB%=-20ANDPOINT(x%,y%-120) =0ANDPOINT(x%+100,y%-120)=0 OK=T RUE:A%=0:GOTO290

270IFA%=20ANDPOINT(x%+180,y%)= 0ANDPOINT(x%+180,y%-100)=0 OK=TR UE:B%=0:GOTO290

2801FB%=20ANDPOINT(x%,y%+50)=0 ANDPOINT(x%+100,y%+50)=0 OK=TRUE :A%=0:GOTO290

290IFOK=TRUE PROCmonstor(x%,y% ):x%=x%+A%:y%=y%+B%:PROCmonstor( x%,y%)

300UNTILMove<>00Rdeath=TRUE OR GK=2%

31000L0UR128

320IFMove=NORTH V%=V%-1:X%=780 Y%=284



2301FMove=SOUTH V%=V%+1:X%=320

무섭#584

340IFMove=LEFT HX=HX-1:XX=980:

YX=564

3501FMcve=RIGHT HX=HX+1: XX=220

:YX=300

360UNTILdeath ORGX=Z%

270IFG%=Z% MODE7:PROCfinished:

MODE2: YDU19, 0, 1; 0; : GOTO30

380 xFX9,1

390\*FK10,1

400J=0:TIME=0:REPEAT:FORI%=1TO 15:VDU19, T%, RND(15);0;:SOUND1,-1 0, IX, 1: NEXT: J=J+IX: UNTILTIME>500

: MODE7: PROCend: CLEAR: RUN

410DEFPROCrobot(x%,y%):PLOT4,x %,9%:YDU5,18,2,15,250,251,8,8,10 ,252,253,8,8,10,254,255,18,3,6,8 ,8,11,11,244,245,8,9,10,246,247, 8,9,40,248,249,18,3,14,8,8,11,24 0,241,8,8,10,10,242,243,18,3,2,9 ,8,11,11,11,236,237,8,8,10,238,2

39,4:EMDPROC

420DEFPROCroom(x%):GCOL0,4:PLO T4,385,0:PLOT5,0,400:PLOT85,0,0: PLOT4,0,400:GCOL0,10:PLOT5,0,102 4:PLOT85,820,900:PLOT5,820,1024 PLOT85,0,1024:PLOT4,920,1024:GCO L0,5:PLOT5,820,900:PLOT85,1280,1 024:PLOT95,1290,400:GCOL0,4:PLOT 5,1280,0

430VDU19,13,3;0;

440PLOT85,660,0:IFAX(H%,V%)<>0 GCOL3,13:VDU5:FORIX=8%(H%,V%)TO1 STEP-1:PLOT4,830-(1%\*70),890-(1% \*40): VDU235: NEXT

450IFx%=1GCOL0,14:PLOT4,200,90 0:PLOT5,200,520:PLOT85,380,1000: PLOT85,380,620:PLOT4,1080,1000:P LOT5,1080,610:PLOT85,1200,840:PL OT85,1200,480:PLOT4,1200,220:PLO T5,1010,225:PLOT05,1060,120:PLOT 85,840,120

4601Fx%=1PLOT4,140,160:PLOT5,2 80,110:PLOT85,20,310:PLOT85,140,

4791Fx%=2GCOL9,14:PLOT4,200,90 0:PLOT5,200,520:PLOT85,380,1000: PLOT25,380,620:PLOT4,1080,1000:P LOT5,1080,620:PLOT95,1200,840:PL OT85,1200,480:PLOT4,1200,220:PLO T5,1010,225:PLOT85,1060,120:PLOT 85,840,120

4801Fx%=2GCOL0,14:PLOT4,200,90 0:PLOT5,200,520:PLOT85,280,1000: PLOT85,390,620:PLOT4,1020,1000:P LOT5,1080,610:PLOT95,1200,840:PL 0T85,1200,480:PL0T4,140,160:PL0T 5,280,110:PLOT85,20,310:PLOT85,1

4901Fx%=4GCOL0,14:PLOT4,200,90 0:PLOT5,200,520:PLOT85,380,1000: PLOT85,380,620:PLOT4,1200,220:PL OT5, 1010, 225: PLOTS5, 1060, 120: PLO T85,840,120:PLOT4,140,160:PLOT5. 280,110:PLOT85,20,310:PLOT85,140 , sea

5001Fx%=5GCOL0,14:PLOT4,1080,1 000:PLOT5,1080,610:PLOT85,1200,8 40:PLOT85,1200,480:PLOT4,1200,22 0:PLOT5,1010,225:PLOT85,1060,129 :PLOT85,840,120:PLOT4,140,160:PL QT5,280,110:PLOT85,20,210:PLOT85 .140.260

510IF×%=6GCOL0,14:PLOT4,200,90 0:PLOT5,200,520:PLOT85,380,1000: PLOTS5,380,620:PLOT4,1090,1000:P LOT5,1080,610:PLOT85,1200,840:PL OT85,1200,480

520IFx%=7GCOL0,14:PLOT4,200,96 0:PLOT5,200,520 PLOT95,380,1000: PLOT85,380,620:PLOT4,140,160:PLO T5,280,110:PLOT85,20,310:PLOT85, 140,260

5301Fx%=0GCOL0,14:PLOT4,1200,2 20 PLOT5, 1010, 225 PLOTS5, 1060, 12 0:PLOT85,840,120:PLOT4,140,160:P LOT5,280,110:PLOT85,20,310:PLOT8 5,140,260

5401Fx%=9GCOL0,14:PLOT4,1080,1 000:PLOT5,1080,610:PLOT85,1200,8 40:PLOT85,1200,480:PLOT4,1200,22 0:PLOT5,1010,225:PLOT85,1060,120 :PLOT85,840,120

550ENDPROC

560DEF PROCMONSter(a%,b%):PLOT 4,a%,b%:VDU5,18,3,7,228,229,8,8, 10,230,231,8,8,10,232,233,4:ENDP ROC

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800PRINTTAB(5,10)CHR\$131;"Amot her 90?";:REPEAT:A=GET:UNTILA=89 ORA=78:IFP=89PRINT"Y"ELSEPRINT"N

810IFA=78END ELSEFORI=1T05000: NEXT:ENDPROC

820DEFPROCfimished:PRINTTAB(5, 4)CHR\$141;CHR\$136;CHR\$131;CHR\$157;CHR\$129;"WELL DONE ! ";CHR\$156;TAB(5,5)CHR\$141;CHR\$136;CHR\$131;CHR\$157;CHR\$129;"WELL DONE ! ";CHR\$156;''CHR\$134;" BONUS:2000":S%=S%+2000:FORI=1T010000:NEXT:ENDPROC

830DEFPROCUP

840IF POINT(XX+30,YX+30)<>10AN DPOINT(XX+30,YX+50)<>10 TX=20:DX =-20

850IF POINT(XX-20,YX+20)=14 Move=NORTH

860IFPOINT(XX+30,YX+30)=70RPOI NT(XX+30,YX+50)=70RPOINT(XX-60,Y X-20)=7 death=TRUE:TX=20:DX=-20

870IFPOINT(X%+10,Y%+25)=13 AND X%=780ANDY%=796 S%=S%+20:SOUND1,2,60,10:MOVE760,850:GCOL3,13:VD U5,235,4:A%(H%,V%)=A%(H%,V%)-1:G%+1

880IFPOINT(X%,Y%+16)=13 AND X% =740ANDY%=772 S%=S%+20:SOUND1,2, 60,10:MOVE690,810:GCOL3,13:VDU5, 235,4:A%(H%,Y%)=A%(H%,Y%)-1:G%=G %+1

890IFPOINT(X%,Y%+16)=13 AND X% =660ANDY%=724 S%=S%+20:SOUND1,2, 60,10:MOVE620,770:GCOL3,13:VDU5, 235,4:A%(H%,V%)=A%(H%,V%)-1:G%=G %+1

900ENDPROC

910DEFPROCdown

920IFFOINT(XX+100,YX-130)<>4AN DPOINT(XX+120,YX-130)<>-1ANDPOIN T(XX+100,YX-150)<>4ANDPOINT(XX+1 20,YX-150)<>-1ANDPOINT(XX+160,YX -120)<>4 TX=-20:DX=20 930IFPOINT(XX+100,YX-130)=7 OR INKEY(-42)ANDPOINT(XX+120,YX-130 >=70R INKEY(-42)ANDPOINT(XX+100, YX-150)=7 death=TRUE:TX=-20:DX=2

940IF INKEY(-42)ANDPOINT(XX+11 0,YX-120)=14 Move=SOUTH

950ENDPROC

960DEFPROCLeft

970IFPOINT(XX-30,YX-140)<>4AND POINT(XX-30,YX-100)<>4ANDPOINT(X X-30,YX-130)<>-1ANDPOINT(XX-50,Y X-120)<>4ANDPOINT(XX-50,YX-130)< >-1 DX=-20:TX=-12.5

980IFPOINT(XX-30,YX-140)=70RIN KEY(-26)ANDPOINT(XX-50,YX-120)=7 ORINKEY(-26)ANDPOINT(XX-30,YX-50 )=7 death=TRUE:DX=-20

990IFPOINT(%%-40,7%-100)=14 Mo

1000ENDPROC

1010DEFFROChight

1020IFPOINT(X%+140,Y%)<>5ANDPOINT(X%+150,Y%)<>5 D%=20:T%=12.5

1030IFPOINT(XX+146,Y%)=70RINKEY (-!22)ANDPOINT(XX+150,Y%)=70RINK EY(-122)ANDPOINT(XX+140,Y%-40)=7 death=TRUE:D%=20:T%=12.5

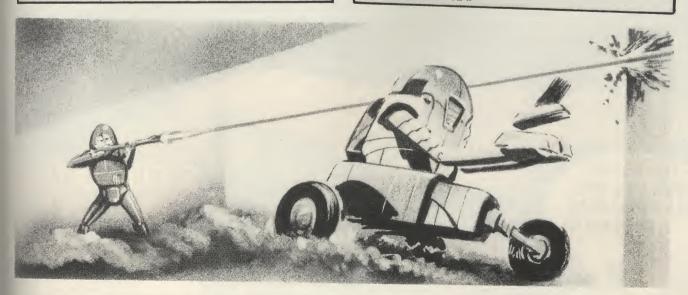
1040IFPOINT(XX+120,YX+20)=14Mov

1050IFPOINT(%%+100,Y%+10)=13AND %%=700ANDY%=812 D%=20:T%=12.5:5% =5%+20:SOUND1,2,60,10:MOVE760,65 0:GCOL3,13:VDU3,235,4:A%(H%,V%)= A%(H%,V%)-1:G%=G%+1

1060IFPOINT(X%+100,Y%+15)=13AND X%=560ANDY%=728 D%=20:T%=12,5:S% =S%+20:SOUND1,2,60,10:MOVE620,77 0:GCOL3,13:VDU5,235,4:A%(H%,V%)= A%(H%,V%)-1:G%=G%+1

1070IFPOINT(XX+100,YX+17)=13AND XX=620ANDYX=764 DX=20:TX=12.5:SX =SX+20:30UND1,2,60,10:MOVE690,91 0:GCOL3,13:VDU5,235,4:AX(HX,VX)= AX(HX,VX)-1:GX=GX+1

1080ENDFROC



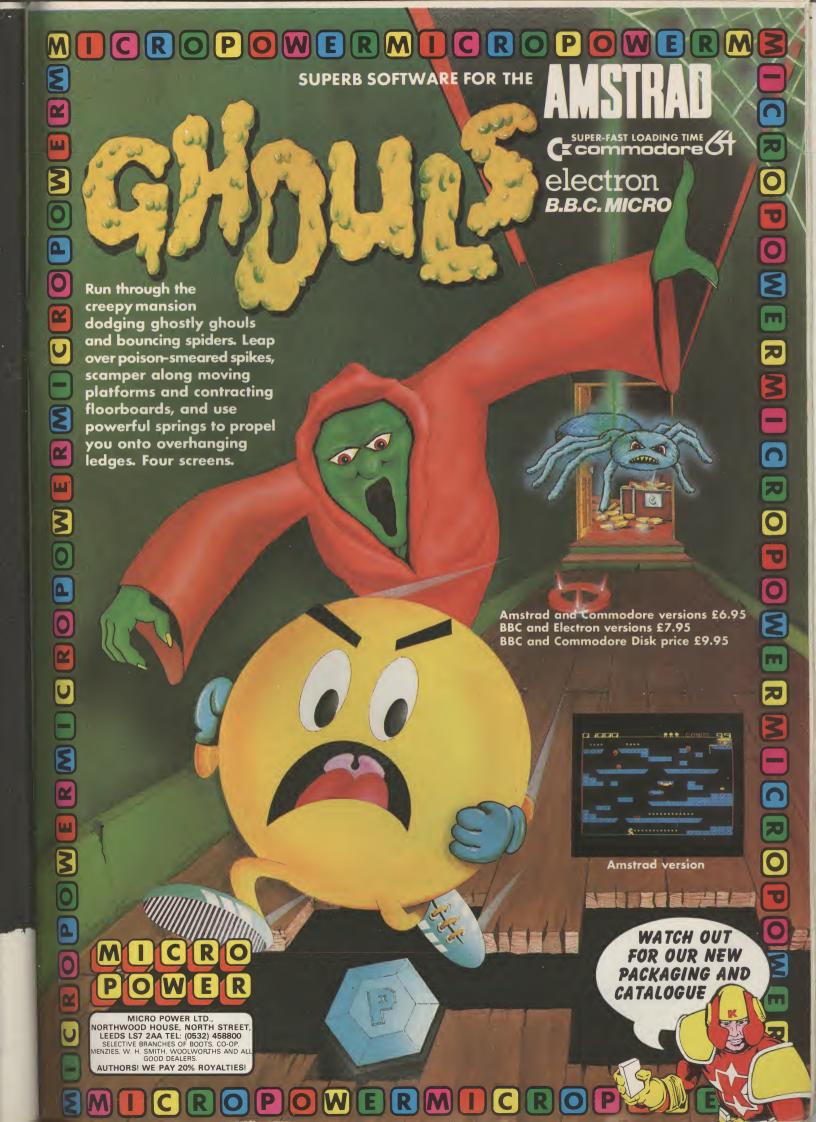
## REMEMBER...

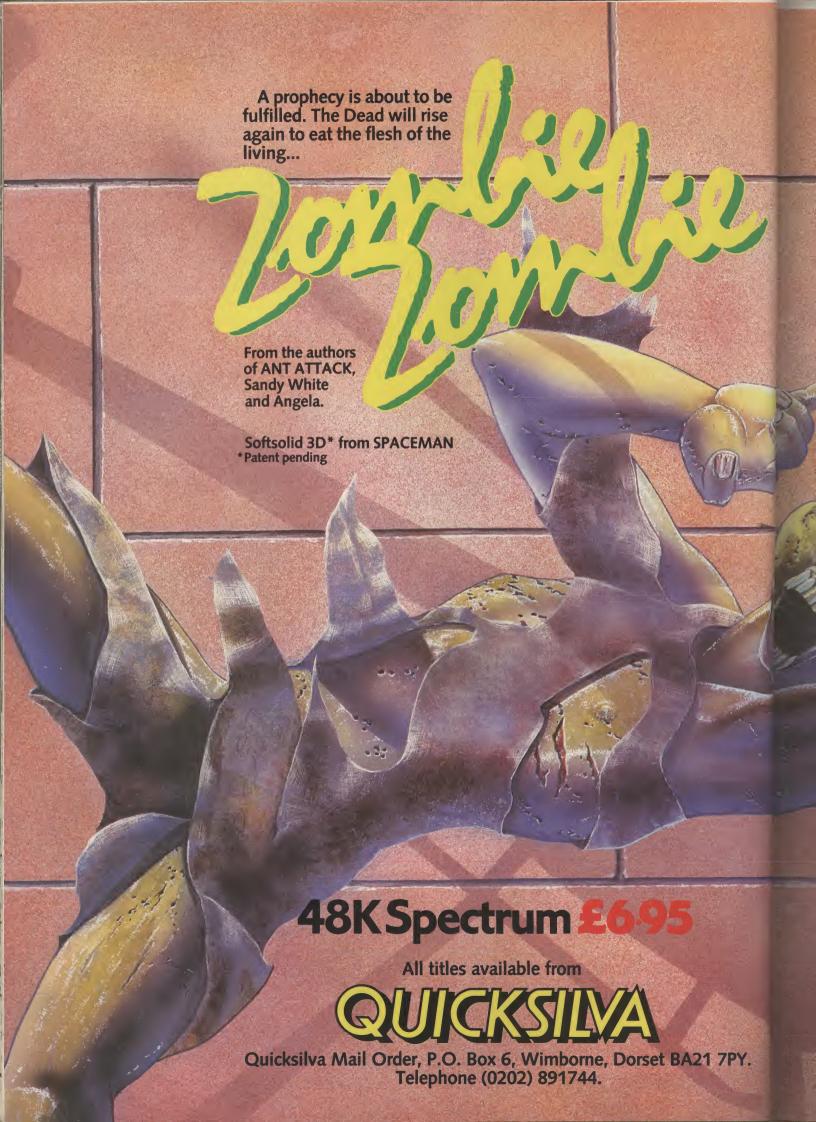
the most terrifying film you ever watched.

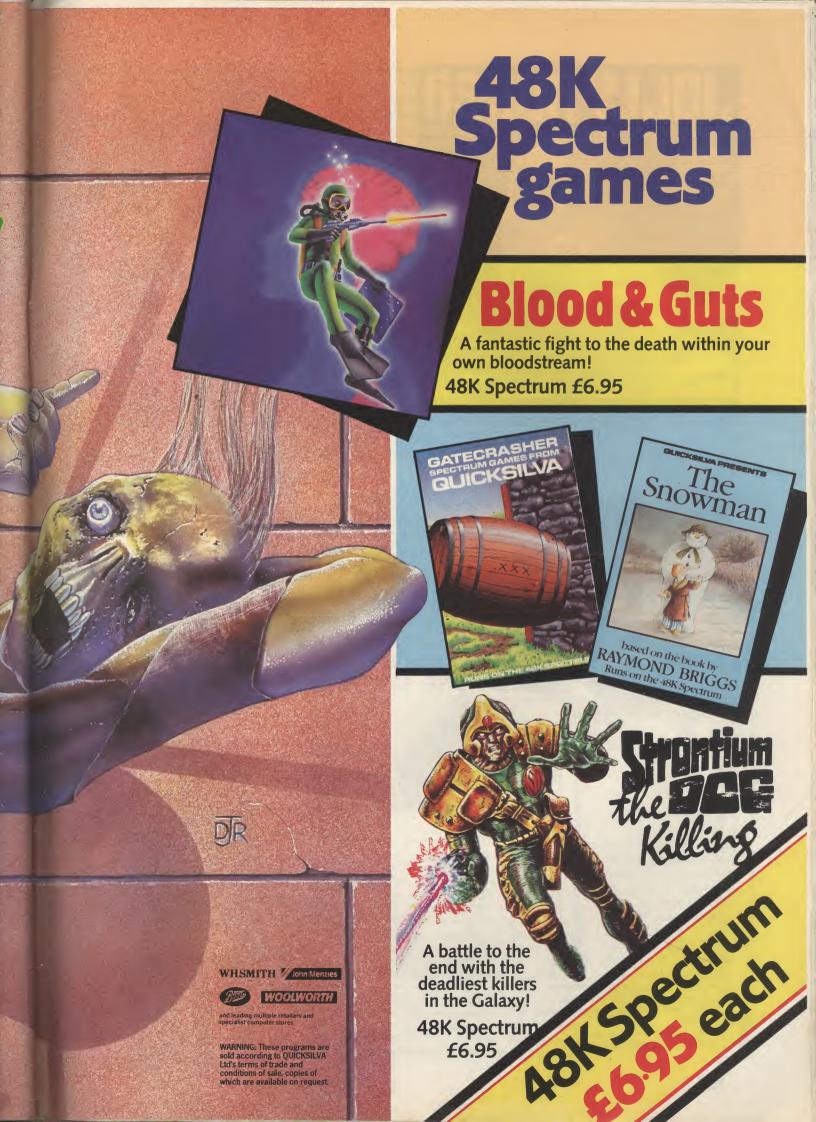
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AMSTRAD, ATARI, BBC, COMMODORE, DRAGON, ELECTRON, LYNX, ORIC, SPECTRUM, VIC 20

Preparation for the Christmas rush has been responsible for another mass of add-ons for all the popular micros. There's news this time of modems, disc drives, keyboards and other goodies to make your micro better than it was before.

Last month saw the demise of Fuller Micro-

systems, the main rival to DK Tronics, known for their Sinclair peripherals. This means that anyone with Fuller equipment is going to have problems getting it repaired under guarantee. If you have a faulty peripheral, don't send it back to Fuller's without checking first whether or not they can take it.



#### SHARP DISCS

Here's a treat for Sharp MZ-700 owners who have been short of hardware until now. Solo Software from Worcester has perfected a disc drive for the new Sharp machine which fits into the slot where the cassette recorder would normally go. It's a 3" drive and takes those funny plastic-moulded discs which you can drive a truck over and they'll still work.

The first time you'll notice the speed of the new system, says Solo Software, is when you have to load Basic after switching on the computer. Whereas this normally took around three minutes with cassettes, it now takes just four seconds. This must be almost worth the £250 price tag in itself but when you read that it operates from normal Sharp Basic with no special commands to learn then you'll probably have already started writing out the cheque.

If you'd rather get more details before committing yourself, though, then Solo are on 0905 58351.

#### **MODEMS AGAIN**

The much talked about modem from Protek has finally been launched. It's an acoustic coupler which means that, instead of wiring it directly to your phone, you just plug the handset into the two rubber cups on the modem itself. This works fine for standard phones but won't fit if you have one of those posh trimphones.

The modem works at 1200/1200 baud half duplex and 1200/75 baud full duplex and is fully BT approved. The first standard is used for talking to other Protek modems and sending listings and data to your friends

listings and data to your friends

At £29.95, the RAT from Cheetah is the latest in joy-stick technology. No more wires trailing across the room. Control is easy but it won't be suitable for triggerwobbling games like Decathlon.



through the phone network. The 1200/75 option will allow you to link into Micronet and Prestel.

The cost is just £60, which really is good value. Before you can use it, though, you'll need some software, a cable and, for some micros, a special interface. This costs £14.95 or £24.95, depending on whether or not you need the RS232 interface.

The software which drives the modem is, to say the least, not very good. The BBC version is the best and will certainly let you into Micronet and Prestel. But because pressing the ESCape key will put you

The new 1200 modem from Protek is a cheap way into the world of communications. The modem itself is great for Prestel and user-to-user data transfer. The software which comes with it, though, is not. Some vital keys are missing from the character set which will cause problems for users of "serious" systems like Telecom Gold or PSS. Version two is on the way.

back to the program's menu, you can't actually send an ESCape character to Prestel. This rules out colour-coded Mailboxes and pretty frame designs.

The Commodore 64 version suffers from the same problems and also lacks a return key as this is used for a Prestel hash character (#). This means that, at the moment, you can't use the system for connecting to Telecom Gold, despite Protek's claims to the contrary.

The Spectrum version is awful. Instead of displaying the Prestel screen as it comes down the phone line character by character, it waits for the whole frame and then displays it at the end. So when you call up a page, you have to wait quite a few seconds before it appears. Just like teletext and rather disappointing.

If only the software was as good as the modem. But that's what you have to do to keep down your costs. Apparently, it would have added around £10 to the Spectrum version's cost to provide a proper display. I'd have paid — wouldn't you?

Protek are in Scotland on 0506 415353.

#### RAT WITHOUT A TAIL

Hottest news on the joystick front is that 1984 is the year of the Rat. That's the name of Cheetah Marketing's new remote control joystick. Rat, by the way, stands for Remote Action Transmitter and you can now play your favourite Spectrum game without being linked to the computer with all those dangling wires which always tended to get caught round the dog's tail as he walked past.

The receiver part is a black box in the same style as Cheetah's other products for the Spectrum, like Sweet Talker for example. This just plugs into the back of the computer and you can then forget that it's there. Other peripherals can still be plugged into the back of it.

The clever part is the joystick. In fact it looks more like the remote control gadget for a TV than a conventional joystick. It doesn't actually have a trigger, but is touch sensitive. Direction control comes by touching a circle about 1½" across. Movement corresponds to where on the circle your finger actually falls, but you soon get used to this method.

There's also a touch sensitive fire button and the whole system performed well when I managed to get my hands on one.

The Rat is very accurate and it didn't matter whether I was pointing the joystick at the computer, the TV or anywhere else for that matter. The range is very wide. I managed to get so far away from the screen that I could hardly recognise which game I was playing. The joystick, though, still worked fine!

of special software.

The version for the Electron is similar to the Oric one. You plug it into the Electron's expansion interface socket and then a normal joystick plugs into the box. Again, it can be programmed from the computer to select which keys on the keyboard correspond to which movement of the joystick or press of the fire button. Price again is £29.95 and it should be in the shops soon.

The BBC interface costs £11.95 and plugs into the *analogue in* socket on your Beeb. You can then use any standard Atari type joystick.

More details from Protek and, in case you've forgotten the number, it's 0506 415353.

#### **MORE BLACK BOXES**

If you own a Spectrum, Oric or Electron then you may often have wondered why there's no reset switch on your micro? Well, if you want one then Computerworld has the solution. Their reset switch box costs just £4.49 and will work with either the Spectrum, Oric, Atmos or Electron.

The box is plain old black but you can have the switch in a choice of red, white or black. Now there's luxury for you!

Computerworld are in Beckenham, Kent and if you call 01-778 0479, they'll tell you all about it.

#### MEMOTECH DOWN

If you've been thinking recently about buying a Memotech computer then you'll be glad to hear that the price has gone down. If you've just bought one, though, you'll be pretty angry. Price of the basic model goes from £275 to £199, so now's the time to snap one up.

For Cer

#### TV SOUND

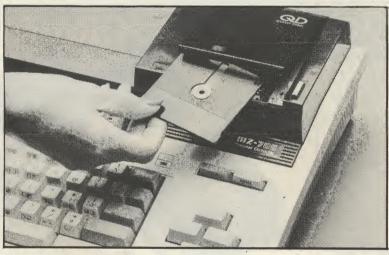
And talking of sound, Cheetah is working on a little black box which converts your Spectrum so that the beeps come out of the TV and not the computer itself. This means that the television's amplifier can be used to control the sound.

The black box will plug into a Spectrum and you won't need to take the computer apart. The unit will cost £9.95.

#### TEXAS MODEM

And finally, Parco Electrics has launched a modem for the Texas TI-99/4a. It runs at 300/300 baud and will get you into all the various bulletin boards around the country. It will also get you into Micronet and Prestel through a special 300 baud Prestel line.

The modem costs either £99 or £199, depending on whether or not you want auto-answer.



This new disc drive from Solo will load Sharp Basic in around four seconds. It'll cost you £250.00 and is an ideal buy if you use your machine a lot for programming. It'll speed up games loading, too.

ABITS!

Cheetah is on 01-833 4909 and at £29.95 the Rat seems good value to me. Especially when you realise that it's fully Kempston compatible.

#### INTERESTING INTERFACES

In addition to their new modem, Protek has launched a range of joystick interfaces to cater for the Oric, Electron and BBC.

The Oric programmable joystick interface costs £29.95 and plugs into the expansion socket on the computer. A standard Atari joystick then plugs into the interface. You can program the interface with up to nine keyboard functions without the use



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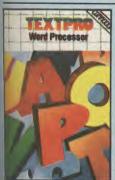
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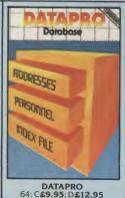
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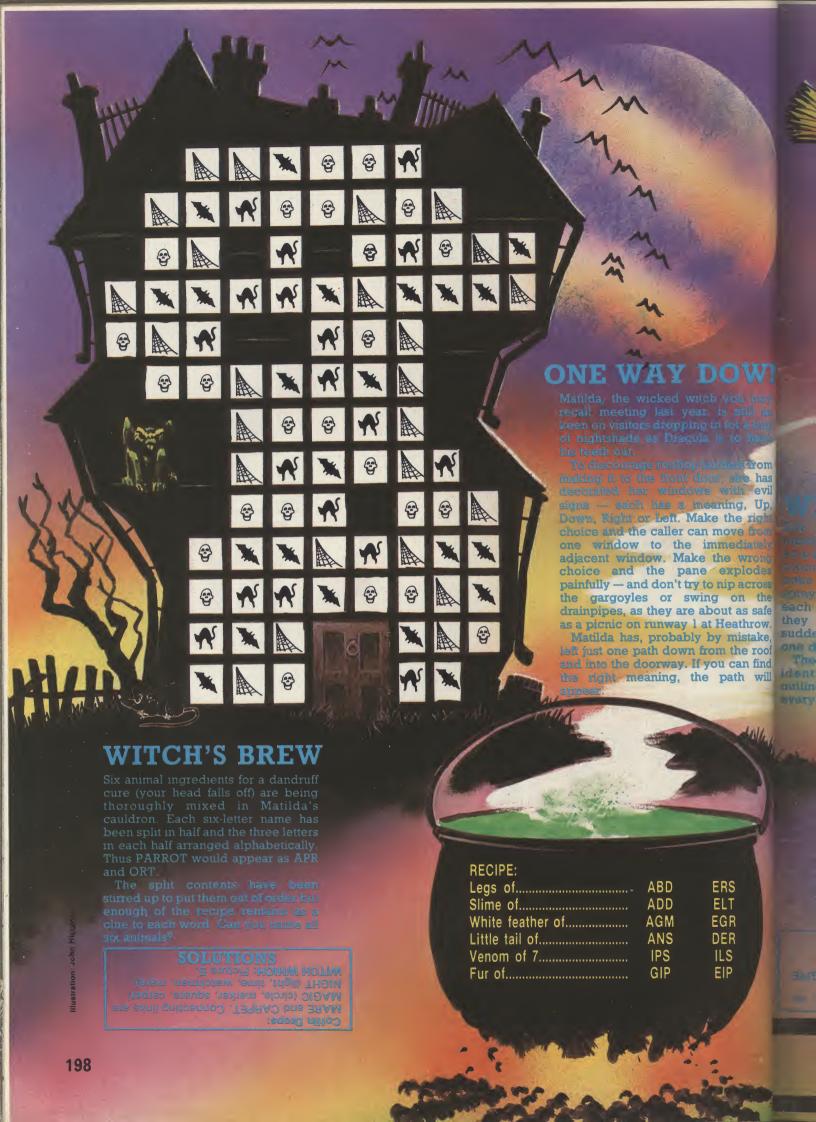


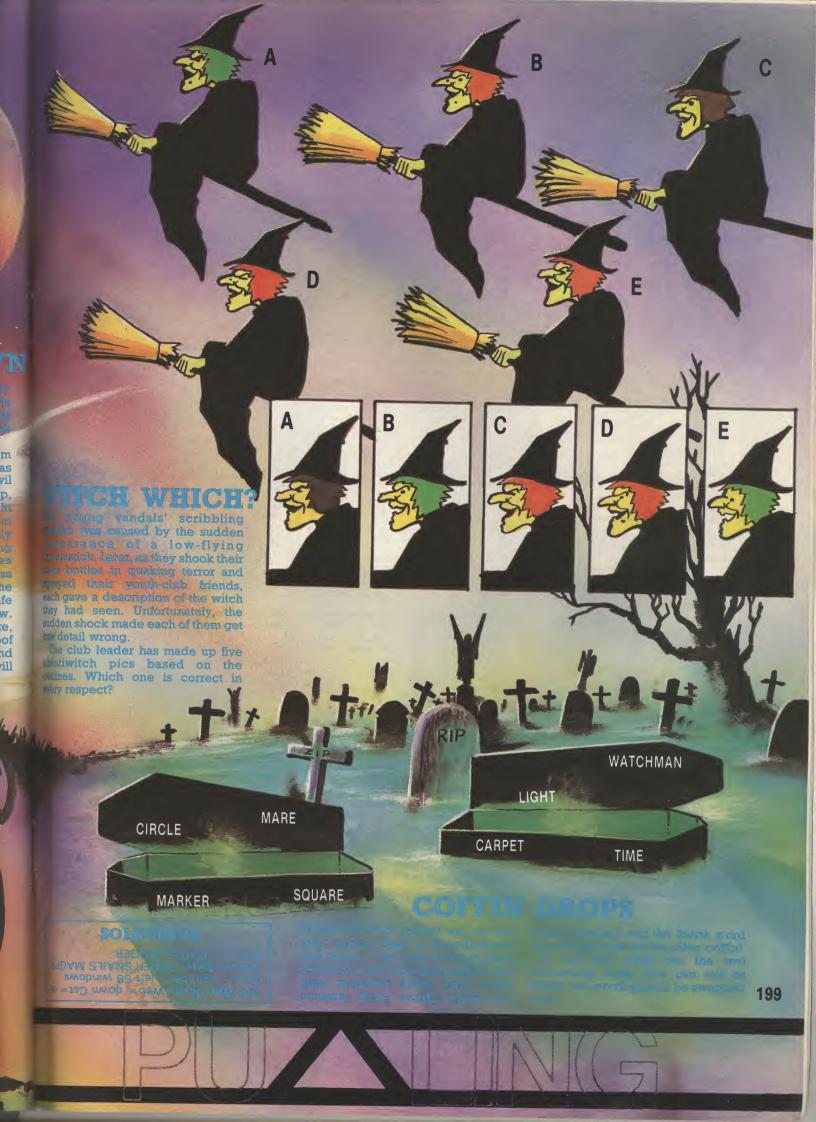
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We'll also be bringing you a quick look back to
bring you Games You May Have Missed during the past 12
months — and would like to put on your Christmas list. So
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tips on how to play the game. If you've already got the game, you don't want to miss the map. If you haven't you'll want to get December's issue to see just how good Avalon is!

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PLUS: A Christmas machine guide along with the regular news, reviews and top games listings.



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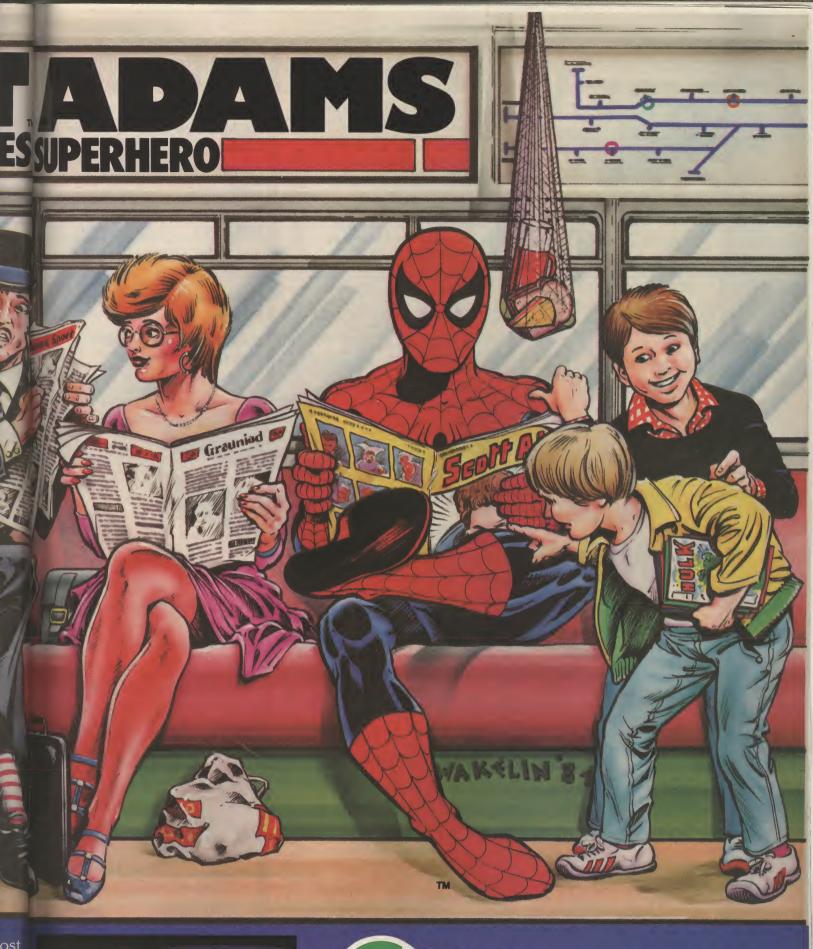


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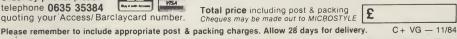
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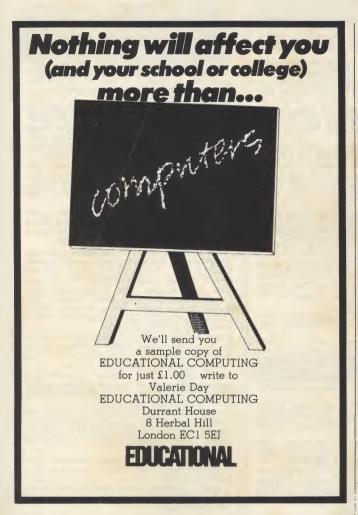
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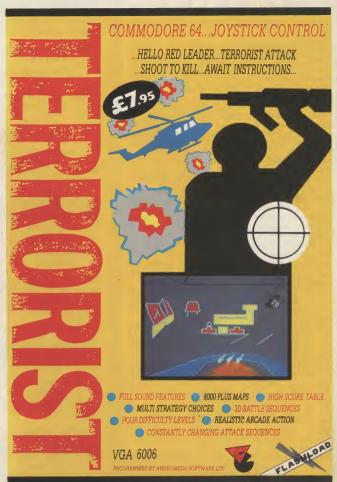
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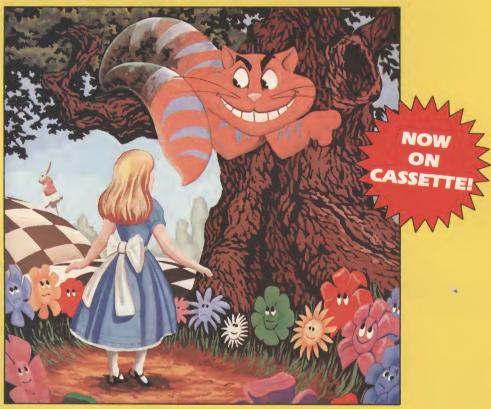
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